

Index

- 'Access, 63, 146
- 'Callable, 69
- 'Caller, 76, 312
- 'Count, 88, 137, 142, 167, 168, 174
- 'First, 61
- 'Identity, 76, 311
- 'Last, 61
- 'Terminated, 69

- abnormal task state, 198
- abort, 311
 - completion point, 199
 - immediacy, 317
 - use of, 200
- abort statement, 195, 198
 - syntax, 198
- abort-deferred operation, 199
 - exceptions, 197
- absolute deadline, 336
- accept statement, 80, 83, 143, 155
- access attribute, 63
- access discriminants, 61, 130
- access parameters, 82
- access types, 62
 - protected subprograms, 146
 - protected types, 144
- activation, 65
 - inheritance, 328
- active objects, 18
- active priority, 322, 327
- Ada.Asynchronous_Task_Control, 357
- Ada.Calendar, 6, 144
- Ada.Calendar.Arithmetic, 8
- Ada.Calendar.Formatting, 8
- Ada.Calendar.Time_Zones, 9
- Ada.Dispatching.EDF, 336
- Ada.Dispatching.Round_Robin, 333
- Ada.Dynamic_Priorities, 348
- Ada.Execution_Time, 370
- Ada.Execution_Time.Group_Budgets, 375
- Ada.Execution_Time.Timers, 371
- Ada.Interrupts, 301
- Ada.Interrupts.Names, 302
- Ada.Real_Time, 9
- Ada.Real_Time.Timing_Events, 363
- Ada.Synchronous_Task_Control, 355
- Ada.Task_Attributes, 314
- Ada.Task_Identification, 76
- Ada.Task_Termination, 387
- Address, 294
- aliased task objects, 63
- allocator, 67
- Annexes, 2
 - High Integrity Systems, 439
 - Real-Time Systems, 131, 317
 - Systems Programming, 76, 293
- anonymous task types, 61
- arbitrary selection, 100
- asynchronous communication, 52
- asynchronous message passing, 48
- asynchronous select statement
 - exceptions, 197
 - syntax, 202
- asynchronous task control, 355, 357
- asynchronous transfer of control, *see* ATC
- ATC, 195, 201
 - exceptions, 205
 - nested, 217
 - user need, 201
 - with delay statement, 212
 - with entry calls, 214
 - with requeue, 216
 - with timed entry call, 212
- atomic data, 156
- atomic transaction, 38
- Attach_Handler, 301
- attribute
 - Access, 63, 146
 - Callable, 69
 - Caller, 76, 312
 - Count, 88, 137, 142, 167, 168, 174
 - First, 61
 - Identity, 76, 311
 - Last, 61
 - Terminated, 69
- attribute definition clause, 296

- avoidance synchronisation, 163
- barrier, 130, 133, 163, 248, 276
 - evaluation, 135, 137
 - protected entry call, 135
 - shared variable, 135
- base priority, 321
- binary semaphore, 251
- blackboard, 248, 268
- Bloom's criteria, 163
- bounded buffer, 34, 49, 133, 248, 266
- bounded error, 77, 143, 144, 200
- bounded fair, 35
- broadcast, 144, 207, 248, 269
- busy-waiting, 24, 36, 110, 121, 188, 299
- Calendar package, 6, 144
- Callable attribute, 69
- calling task, 80
- ceiling locking, 322
- ceiling priority emulation, 323
- child, 70
- client task, 97
- client/server model, 49, 76, 79
- clocks, 6
- cobegin, 20
- completed, 65, 73, 77, 112
- concurrency, 2
- concurrent programming, 15
 - languages, 16
 - operating system versus language defined concurrency, 29
- condition synchronisation, 33, 36, 38, 133
 - monitors, 45
- condition variable, 45
- conditional entry call, 118, 120, 137, 139
- Constraint_Error, 94, 196
- controlled types, 170, 200
 - last wishes, 114
- cooperative scheduling, 332
- coroutines, 20
- correctness, 36
- count attribute, 88, 137, 142, 167, 168, 174
- critical real-time systems, 436
- critical section, 33
- CSP, 50
- cumulative drift, 12
- Current_Task, 76, 311
- cyclic executive, 23, 331
- data communication, 32, 38
 - message passing, 32
 - shared variables, 32
- data-oriented synchronisation, 129
- deadline monotonic, 340
- deadline overrun detection, 208, 391
- deadlock, 31, 34, 37, 38, 144, 317, 325
 - avoidance, 35
 - mutual exclusion, 121
 - prevention, 35
 - recovery, 35
- deadlock conditions, 34
- deferrable server, 374, 380
- deferred preemption, 332
- Dekker's algorithm, 39
- delay accuracy, 317
- delay alternative, 98, 103
 - guards, 105
- delay statement, 11, 143
 - ATC interaction, 212
- delay until statement, 12
- dependant, 72
- device driving, 296
- dining philosophers, 38, 124
- discriminants, 55
 - protected object, 130
- dispatching, 327
- dispatching points
 - EDF, 341
 - fixed priority, 328
 - round-robin, 334
- dispatching policies, 320
- DP, 52
- duration, 7
- dynamic ceiling priorities, 350
- dynamic creation of protected objects, 243
- dynamic priorities, 348
- dynamic task creation, 62
- dynamic tasks, 74
- earliest deadline first, 319
- earliest deadline first dispatching, 331, 335, 339
- elaboration of a protected object, 146
- else alternative, 98, 107
- embedded systems, 17
- entry, 56, 79
 - calls within an accept, 91
 - declarations, 81
 - family, 83, 88, 139, 165, 186
 - interrupt, 56
 - overloading, 83
 - parameters, 79
 - private, 92
 - queues, 81, 320
 - queuing policy, 327
- entry call, 80, 154, 200
 - ATC interactions, 214
- entry call statement, 143
- enumeration representation clause, 297
- environment task, 75
 - priority, 322
- error recovery, 201, 207
- events, 248, 264
- exception
 - with a rendezvous, 93
 - abort-deferred operations, 197
 - asynchronous select statement, 197
 - ATC, 205
 - Constraint_Error, 94, 196
 - handling, 195
 - interrupt handlers, 197
 - Program_Error, 77, 103, 116, 144, 146, 197, 325

- protected objects, 197
- rendezvous, 196
- task elaboration, 196
- task finalisation, 196
- Tasking_Error, 94, 196
- when others, 93
- exceptions and tasking, 195
- execution-time clocks, 369
- execution-time servers, 374
- execution-time timers, 371
- extended rendezvous, 51, 52

- failure, 37
- fairness, 35
- family index, 84
- FIFO queuing, 100
- FIFO with priorities dispatching policy, 320
- finalisation, 65, 115, 170
 - of a protected object, 146
- fixed priority scheduling, 320

- group budget, 374
- group communication protocol, 141
- guard, 109, 163
 - delay alternative, 105
 - evaluation, 102
 - with shared variables, 102, 109
- guarded alternatives, 101
- guarded command, 49

- hard real-time, 4, 35
- High Integrity Systems Annex, 439
- high-integrity real-time applications, 437

- identity attribute, 76
- immediacy of abort, 317
- immediate ceiling priority protocol, 323
- imprecise computations, 202, 210
- indefinite postponement, 31, 34, 39, 41
- inherited priority, 327
- inter-process communication, 31
- interface, 18, 226
 - limited, 229
 - protected, 229, 239
 - synchronized, 229
 - task, 231
- interrupt
 - Ada.Interrupts, 301
 - dynamic attaching to, 301
 - handler exceptions, 197
 - handling, 178, 296
 - identification, 301
 - model, 300
 - priority pragma, 322
- Interrupt_Priority, 321

- last wishes, 114
- library units, 75
- limited interface, 229
- limited types, 130
- livelock, 41, 317

- liveness, 35, 123, 125
- local drift, 12
- lockout, 35

- master, 72, 112
- message-based systems, 48
- metrics, 448
- mode changes, 201, 209, 348, 351
- monitors, 44, 129
- monotonic time, 6
- multicast, 270
- multiple inheritance, 2
- multiple update problem, 32
- multiprocessor systems, 321
- mutual exclusion, 33, 36, 38, 129, 131, 159, 252
 - busy-waiting, 39
 - deadlock, 34, 121
 - Dekker's algorithm, 39
 - monitors, 44
 - priority ceilings, 322
 - semaphores, 41
 - shared variables, 39

- nested accepts, 90
- nested ATCs, 217
- nested rendezvous, 90
- non-determinism, 318
- non-preemptive priority based dispatching, 331

- object-oriented programming, *see* OOP
- occam, 50
- OOP, 223
 - interfaces, 226
- operating systems, 25
 - versus language concurrency, 29
- optimisation rules, 317
- overloading entry names, 83

- package System, 294, 321
- parallel execution, 16
- parent, 70
- partition elaboration control, 439
- passive objects, 18
- path expressions, 151
- performance, 36
- periodic, 318
- periodic scheduling, 314
- periodic task, 103, 336, 345
- persistent signal, 209, 210, 241, 264
- polling, 111, 121
- potentially blocking operations, 143
- pragma
 - Atomic, 157
 - Atomic_Components, 157
 - Detect_Blocking, 439
 - Interrupt_Priority, 322
 - Locking_Policy, 325
 - Partition_Elaboration_Policy, 440
 - Priority, 321
 - Profile, 437
 - Queuing_Policy, 327

- Relative..Deadline, 337
- Restrictions, 433
- Task..Dispatching..Policy, 320
- Volatile, 156
- Volatile..Components, 157
- Preemption Level Control Protocol, 339
- primes by sieve, 63, 86, 113
- priority, 164, 185
 - ceiling locking, 322
 - ceiling protocol, 339
 - environment task, 322
 - inheritance, 323
 - inversion, 322
 - pragma, 321
 - priority protect protocol, 323
 - protected objects, 323
- Priority type, 321
- private entries, 92, 139
- process, 15, 16
 - interleaving, 32
 - naming, 49
 - queuing, 36
 - representation, 20
 - synchronisation, 33
- producer/consumer, 34
- progenitors, 229
- Program_Error, 77, 103, 116, 144, 146, 197, 325
- protected action, 199
- protected entry, 129, 133, 155
 - barriers, 135
 - families, 140
- protected function, 131
- protected interface, 229, 239
- protected object, 129, 163, 320
 - access variables, 144
 - barrier, 130
 - discriminant, 130
 - dynamic creation, 243
 - elaboration, 146
 - entry family, 139
 - exceptions, 197
 - finalisation, 146
 - priorities, 323
 - private entry, 139
 - Program_Error, 146
 - readers/writers problem, 148
 - restrictions, 142
 - semantics, 135
 - syntax, 129
 - versus server task, 132
- protected procedure, 131, 155
- protected resource, 19, 52
- protected subprogram, 129
 - access types, 146
- protected type, 20
- protected variables, 39
- pulse, 240, 248
- pure package, 144

- Ravenscar profile, 436
- reactive objects, 18

- readers/writers problem, 148, 217
- real-time characteristics, 5
- real-time control, 5
- real-time systems, 3, 17, 36
- Real-Time Systems Annex, 131, 317
- record representation clause, 297
- reliability, 5, 36
- remote invocation, 51
- remote procedure call, 51
- rendezvous, 32, 50, 79, 163
 - communication and synchronisation, 81
 - device driving, 296
 - exceptions, 93, 196
 - extended, 52
 - inheritance, 328
- representation aspects, 296
- requeue, 50, 92, 163
 - between tasks and protected objects, 179
 - semantics, 175
 - syntax, 176
 - with abort, 176
 - with ATC, 216
- resource, 19, 38
- resource allocation, 164
- resource control, 183
 - monitors, 44, 46
 - secure, 312
- restricted tasking, 317, 433
- reusable communication paradigms, 247
- round robin dispatching, 319
- round-robin dispatching, 331, 332

- safety, 5
- schedulability analysis, 318
- scheduling, 36, 202, 320
- select statement, 143, 320
 - rendezvous, 97
 - summary, 118
 - syntax, 97
- selective accept, 97
- semaphore, 41, 248
- server task, 97
 - versus protected objects, 132
- servers, 19
- shared data, 147
- shared variables, 39, 152
 - in a barrier, 135
 - in guard, 102, 109
 - parameter evaluation, 122
- Sieve of Eratosthenes, 63, 86, 113
- signal, 45
- Simpson's algorithm, 159
- soft real-time, 4
- sporadic, 318
- sporadic server, 374, 381
- starvation, 35
- storage unit, 298
- suspension, 81
- suspension objects, 355
- synchronisation agents, 151
- synchronisation control, 317

Index

461

- synchronisation points, 152
- synchronisation without communication, 87
- synchronized interfaces, 19, 229
- synchronous message passing, 48
- synchronous task control, 355
- System, 294, 321
- System package, 294, 321
- System.Storage_Elements package, 294
- systems programming, 293
- Systems Programming Annex, 76, 293

- task
 - abortion, 171
 - access types, 62
 - activation, 65, 143, 153
 - aliased, 63
 - anonymous, 61
 - arrays and discriminants, 58
 - arrays of, 58
 - attributes, 313
 - child, 70
 - client, 97
 - completed, 73, 77
 - creation, 57, 77, 143
 - within finalisation, 77
 - declaration, 21, 55
 - dependant, 72
 - discriminants, 55, 87
 - dispatching points
 - EDF, 341
 - fixed priority, 328
 - round-robin, 334
 - dynamic, 74
 - dynamic creation, 62
 - elaboration and exceptions, 196
 - entry, 56, 79
 - families, 140
 - environment, 75
 - priority, 322
 - execution, 65
 - finalisation, 65, 77
 - and exceptions, 196
 - hierarchies, 70
 - identification, 75, 293
 - identifiers, 311
 - interfaces, 231
 - last wishes, 114
 - master, 72
 - OOP, 223
 - parent, 68, 70
 - periodic, 103
 - priorities, 317
 - record containing a, 58
 - rendezvous, 79
 - restricted tasking, 433
 - server, 97
 - versus protected objects, 132
 - states, 65, 70, 94, 127, 160, 221
 - suspension, 81
 - termination, 65, 72, 97, 111, 154, 200
 - events, 387
 - library units, 75
 - rules, 112
 - types, 55
 - Task_Id, 76
 - Tasking_Error, 94, 196
 - terminate alternative, 98, 111
 - terminated, 65, 69
 - Terminated attribute, 69
 - termination, 65, 72, 75
 - threads, 25
 - three-way synchronisation, 90
 - time, 6
 - Time type, 7
 - Time_Span, 9
 - Time_Unit, 10
 - timed entry call, 119, 137, 139
 - ATC interaction, 212
 - timeout, 97
 - timing events, 362
 - To_Address, 295
 - transient signal, 240, 263
 - triggering alternative, 203
 - triggering event, 203
 - cancellation, 203
 - unchecked conversion, 306
 - use clause, 83
 - user interrupts, 202

 - volatile data, 156

 - watchdog, 104
 - watchdog timer, 364
 - when others, 93
 - with abort, 176