Abstract

Hard Real Time design is the fundament of system performance. We will use a television as case to show hard real time design strategies, starting with a straightforward analog television based on a synchronous design and incrementally extending the television to become a full-fledged digital TV with many concurrent functions.
1 Acknowledgements

The diagrams are a joined effort of Roland Mathijsen, Teun Hendriks and Gerrit Muller. Most of the material is based on material from the EXARCH course created by Ton Kostelijk.

References


History

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- moved lot of material as part of refactoring
- changed status into planned

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- relayout and reorder

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- Created, no changelog yet