

Soft Real Time Design

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Abstract

Soft Real Time design addresses the performance aspects of the system design, under the assumption that the hard real time design is already well-covered. Core decisions in soft real time design are:

- granularity
- synchronization
- prioritization
- allocation
- resource management

The complete course ASPTM is owned by Embedded Systems Institute. To teach this course a license from Embedded Systems Institute is required. This material is preliminary course material. The final material and course information can be found at: www.esi.nl/cursus.

All Gaudf documents are available at:
<http://www.gaudisite.nl/>

1 Acknowledgements

The diagrams are a joined effort of Roland Mathijssen and Gerrit Muller. A lot of the material is based on material from the EXARCH course created by Ton Kostelijk and Gerrit Muller.

References

- [1] Gerrit Muller. The system architecture homepage. <http://www.gaudisite.nl/index.html>, 1999.

History

Version: 0.2, date: 14 February, 2007 changed by: Gerrit Muller

- refactoring. Moved MRI reconstruction Performanc eto another presentation

Version: 0.1, date: June 13, 2006 changed by: Gerrit Muller

- reorder and relayout

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- Created, no changelog yet