

Hard Real Time Design

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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.

The complete course ASPTM is owned by TNO-ESI. To teach this course a license from TNO-ESI is required. This material is preliminary course material.

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

version: 0.2

status: planned

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1 Acknowledgements

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

References

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

History

Version: 0.2, date: 12 February, 2007 changed by: Gerrit Muller

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

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

- layout and reorder

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- Created, no changelog yet