Soft

Hard

Firm

Simulations

VOIP

(300ms)

Video game visuals (1.7-4ms)

Production lines

HFT

(1-10μs)

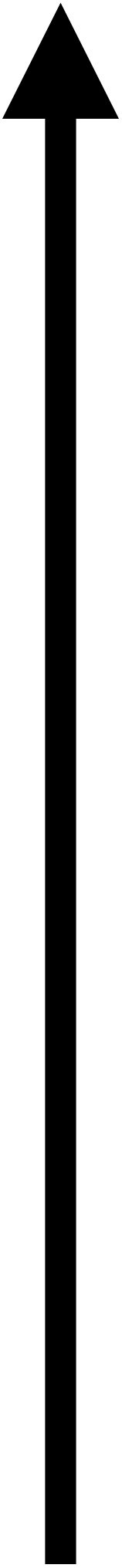
Audio (6-20ms)

Anti-lock brakes (1-10ms)

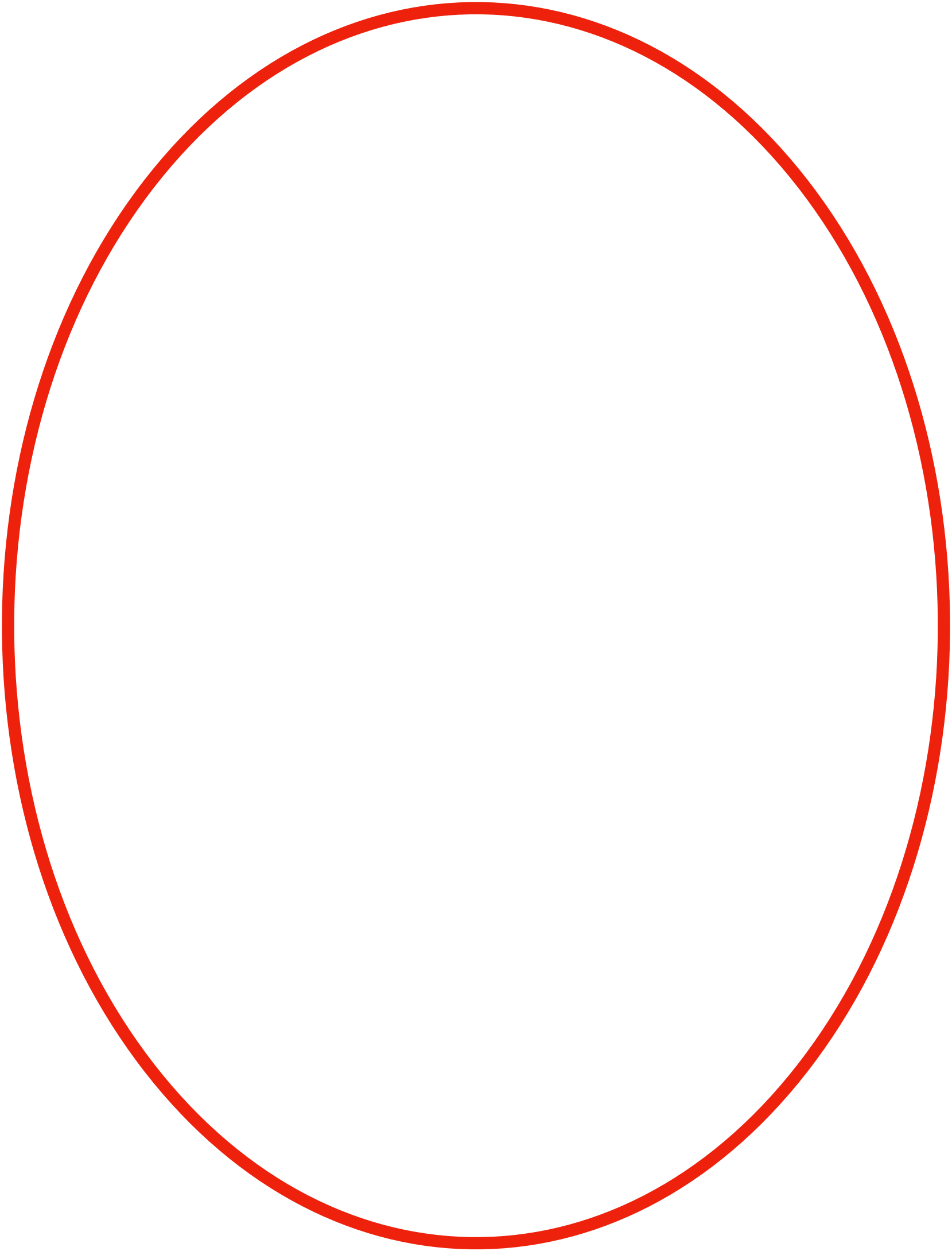
Car engine control system

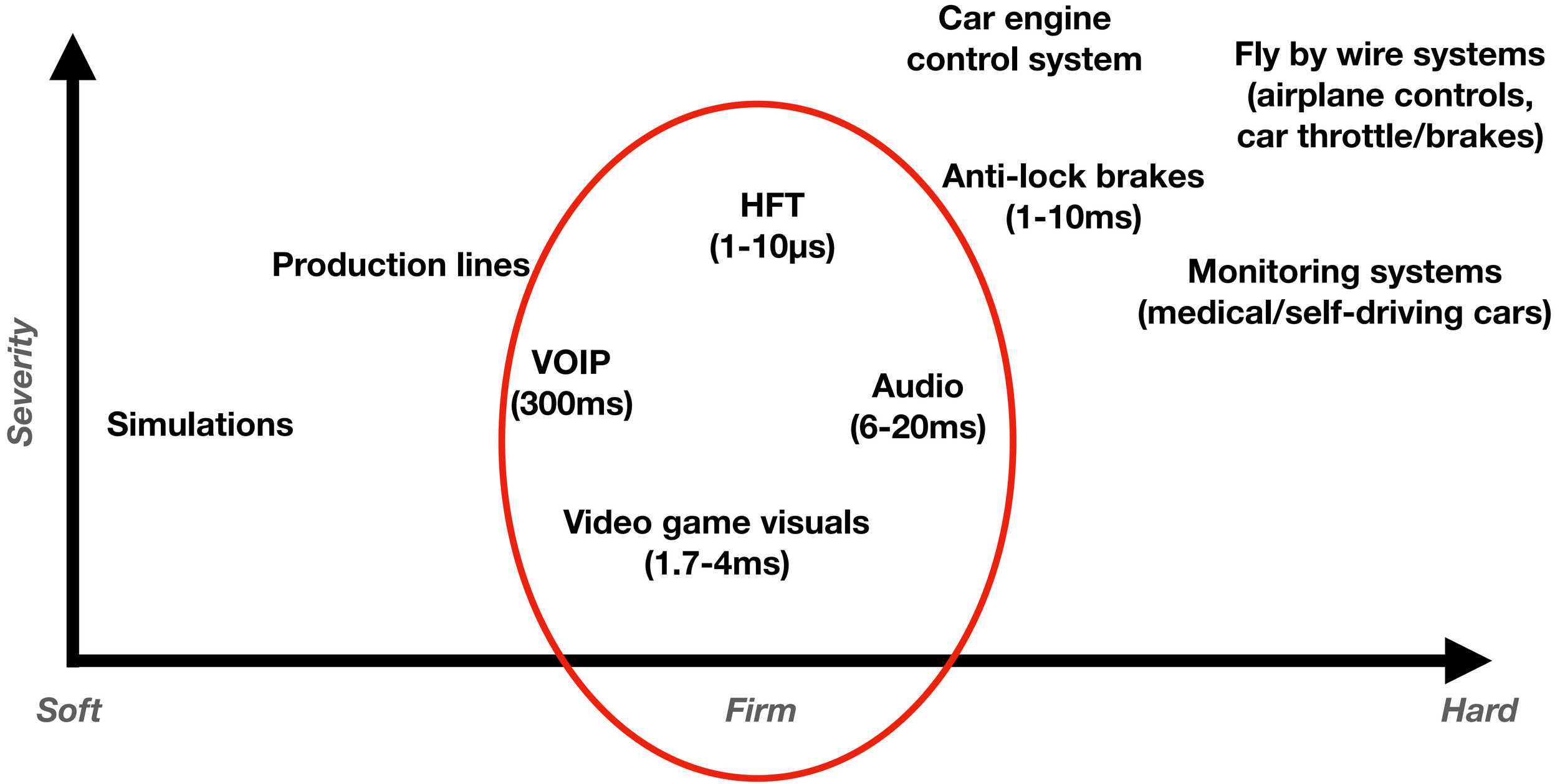
Fly by wire systems (airplane controls, car throttle/brakes)

Monitoring systems (medical/self-driving cars)



Severity

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Fly by wire systems
(airplane controls,
car throttle/brakes)
Anti-lock brakes
(1-10ms)
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Types of Limiting Factors

- **Latency**
  - Time to generate output from an input

- **Bandwidth**
  - How much processing can you do in your acceptable latency window

- **Jitter**
  - The difference in latency