



Soft

Hano

Fin

Simulations

VOIP

(300ms)

Video game visuals
(1.7-4ms)

Productlines

HFT

(1 - 10 μ s)

Audio

(6-20ms)

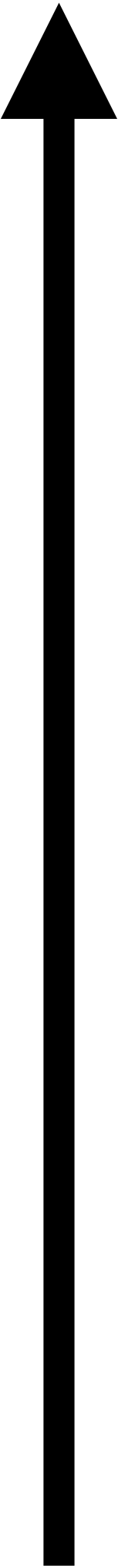
Anti-lock brakes

(1-10ms)

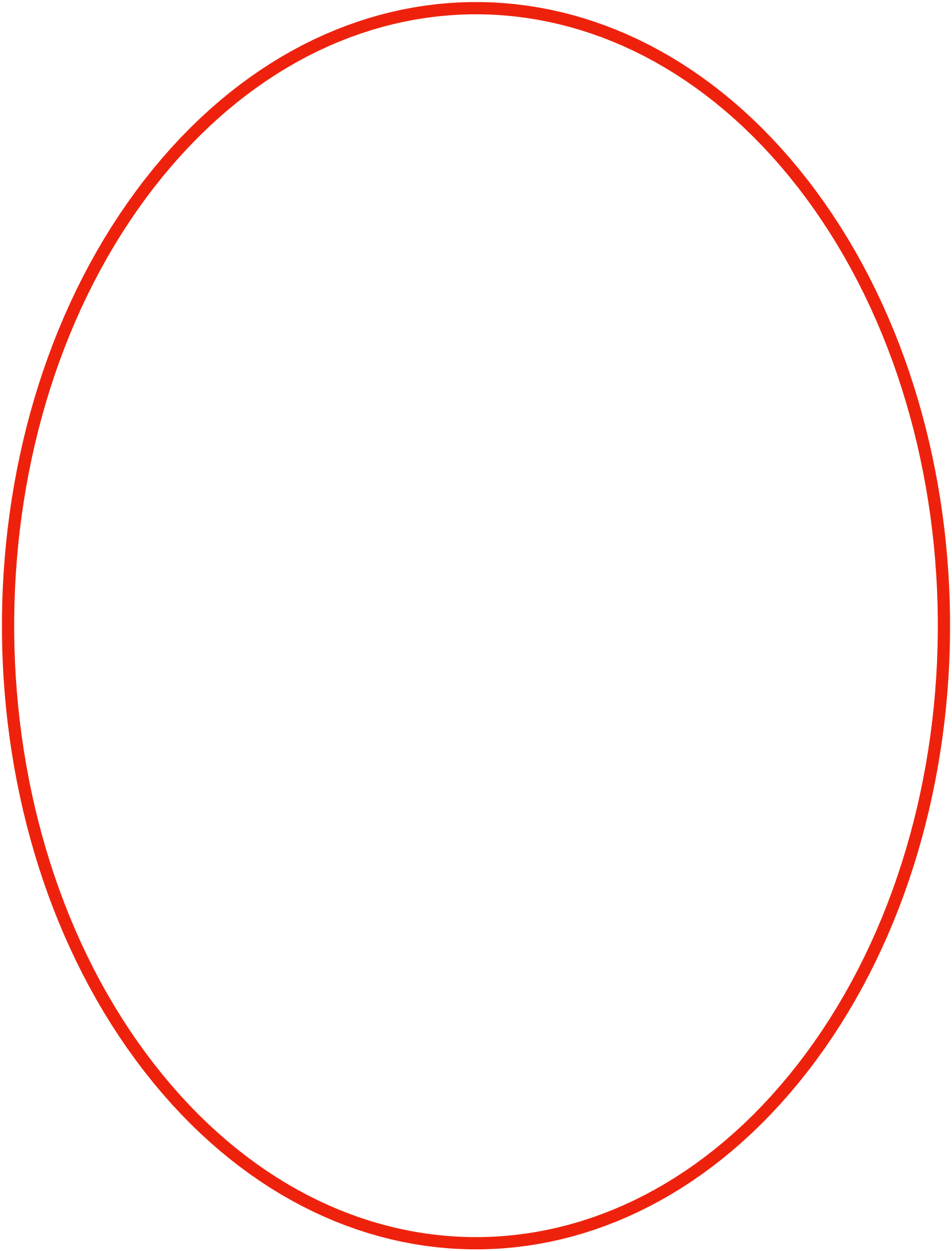
**Car engine
control system**

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

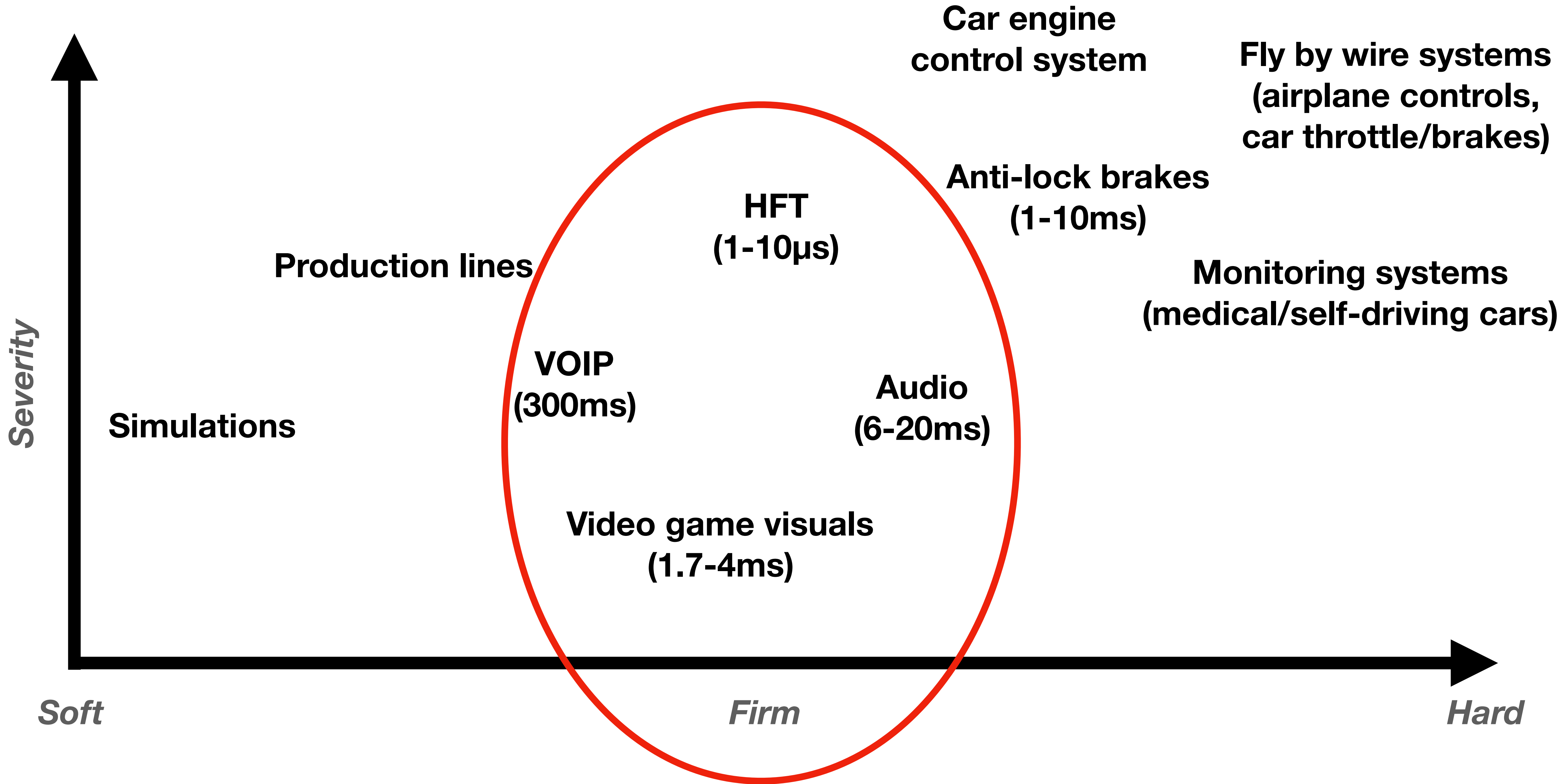
Monitoring systems (medical/self-driving cars)



THE
FUND
FOR
THE
FUTURE







Real-time Threads

- Real-time threads can give you an uninterrupted period of time to run
- If you exceed this you may be put to sleep (and hence you can miss your deadlines)
- You may be declassified as as a “real-time” thread and hence have less time next callback
- Don't miss your deadlines

<https://developer.apple.com/library/archive/documentation/Darwin/Conceptual/KernelProgramming/scheduler/scheduler.html>