

ECE 315 Assignment 1

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Hard real-time vs. Soft real-time embedded systems

Similarities

- With both, we want to avoid violating real-time constraints

Differences

- Violations of real-time constraints are undesirable, but tolerated in soft real-time systems while in hard real-time systems, violations of real-time constraints are unacceptable

When selecting an implementation strategy, it is useful to distinguish between hard and soft real-time systems because you want to select a strategy that is appropriate. For example, you probably would not want a soft real-time embedded system for an application that lives depend on, like a pacemaker or traffic lights for example.

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2.1 Cloud Computing

Definition: Cloud Computing is the ability to have access to computing resources as a service. For example, servers, storage, databases, networking, analytics, etc.

Advantages:

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2.2 Edge Computing

Definition:

Advantages:

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2.3 Fog Computing

Definition:

Advantages:

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2.4 Mist Computing

Definition:

Advantages:

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