

Rate Monotonic Scheduling

Can achieve realtime behavior under certain circumstances:

- Strict priority scheduling
- Static priorities
- Priorities assigned according to the rate monotonic conventions

Threads with shorter periods/deadlines are given higher priorities

And this ***unrealistic*** assumption:

- No resource sharing
- No waiting for resources
- Example: hardware, queue, etc.
- No semaphores or locks.
- No disabling pre-emption
- No disabling interrupts
- No critical sections

Priority Inversion /
Priority Inheritance

