

# SFWR ENG 4AA4

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Note: information from the pre-requisite, [SFWR ENG 3DX4](#) will not be included in this summary (although corrections will be).

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## Real-Time Systems

### Classifications

What happens upon failure to meet deadlines:

- **Soft:** performance is degraded but not destroyed
- **Firm:** a few times will simply degrade performance, but after may lead to system failure
- **Hard:** complete and catastrophic system failure
  - **Safety Critical:** may cause injury / death (a type of hard)

**Forward difference method:** derivatives using  $f'(x) = \frac{f(x+h) - f(x)}{h}$

**Backwards Difference method:** derivatives using  $f'(x) = \frac{f(x) - f(x-h)}{h}$

**Controller** [C(s)]:

**Input** [E(s)]:

**Output** [U(s)]:

$$U(s) = C(s)E(s)$$

## Task optimization

**Task** [T]:  $T_i = (p_i, r_i, e_i, d_i)$

**Period** [p]: time between tasks are repeatedly released

**Release time** [r]: time it takes to release task

**Execution time** [e]: slowest time task could take to be completed (but assume the tasks will take this long no matter what)

**Deadline** [d]: when task needs to be completed

If  $r_i = 0$  and  $p_i = d_i$ , then write  $T_i = (p_i, e_i)$

## Types of Scheduling

### FIFO

#### First In First Out (FIFO):

- Could cause problems for tasks whose execution time is significantly shorter than the rest when there are deadlines
  - E.g.  $T_1 = (100, 3)$ ;  $T_2 = (2, 1)$
- A.K.A. **First Come, First Served (FCFS)**

#### Frame Size:

**Schedule:** the order in which tasks will be executed