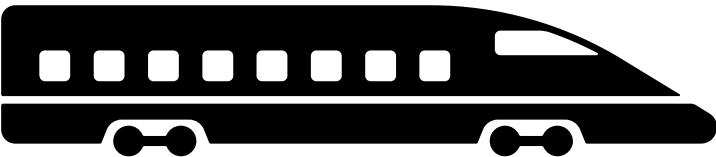
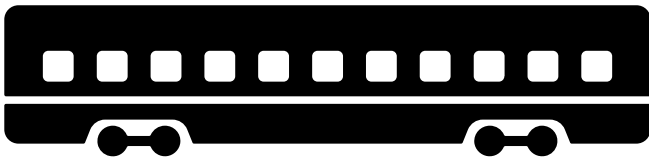


Real-time vs Low-latency

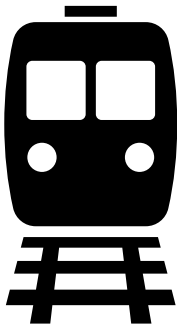
• Real-time hard deadlines (“soft” to “hard”)

• Low-latency generally where low latency is an advantage

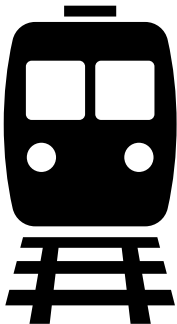


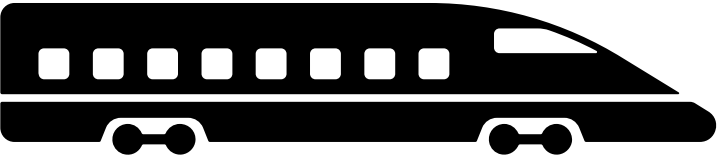
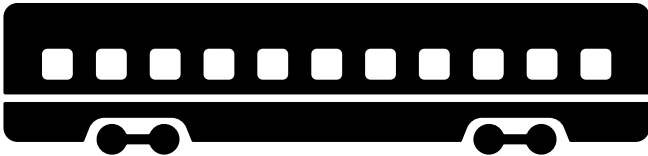


Station B



Station A





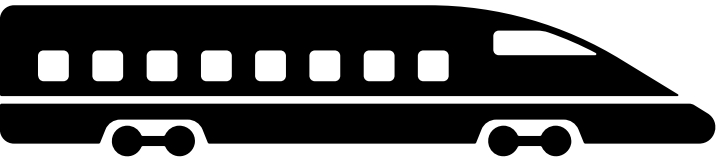
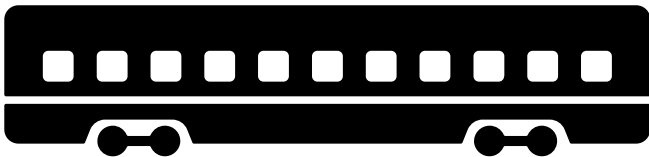








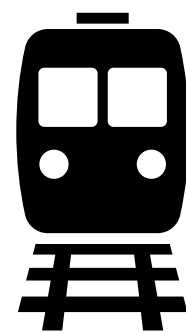




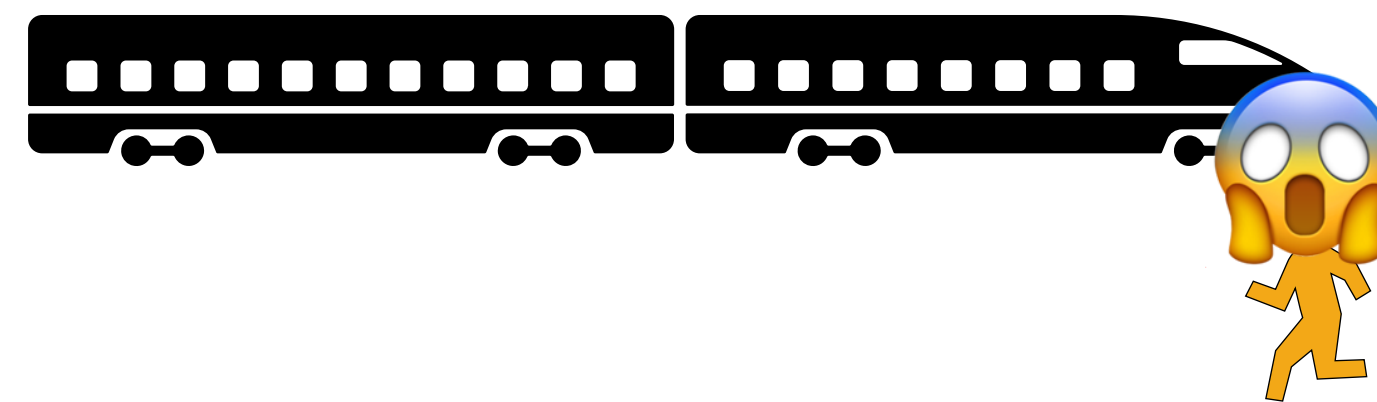
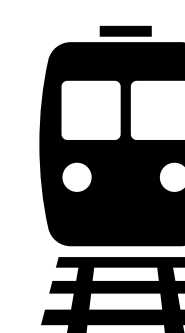
Real-time vs Low-latency

- Real-time has deadlines (“soft” to “hard”)

Station A



Station B



Meeting C++ 2019

David Rowland
Fabian Renn-Giles
Real-time 101

