





Timur Doumler

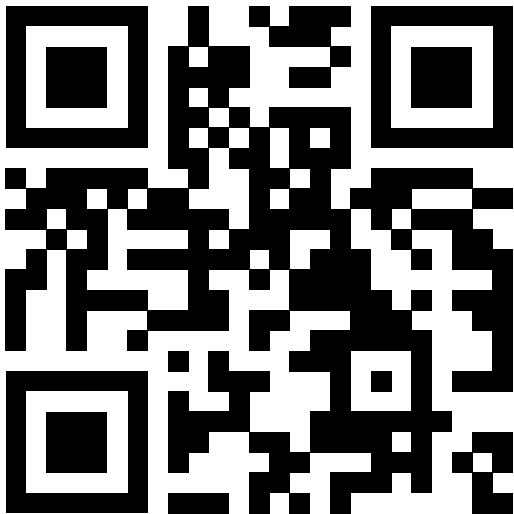
Real-Time programming with the C++ standard library

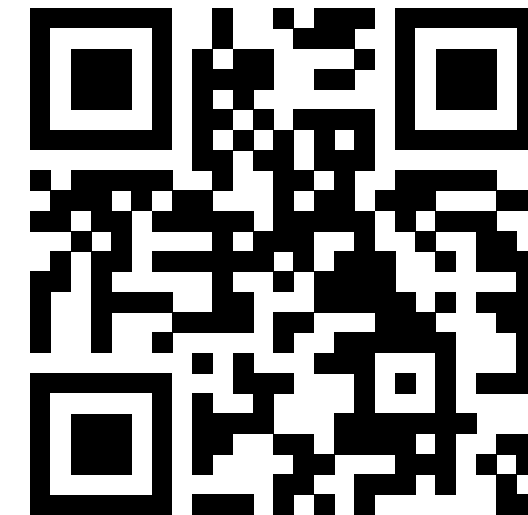
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(*non-deterministic execution time + priority inversion!*)
 - don't try to acquire a mutex
 - don't allocate / deallocate memory
 - don't do any I/O
 - don't interact with the thread scheduler
 - don't do any other system calls
- don't call any 3rdparty code if you don't know what it's doing
- don't use algorithms with $> O(1)$ complexity
- don't use algorithms with *amortised* $O(1)$ complexity











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***How do you know what 3rd party
code is doing?***