## REAL TIME SYSTEM

A system is said to be Real Time if it is required to complete it's work & deliver it's services on time.

Example - Flight Control System

•All tasks in that system must execute on time.

Non Example – PC system

# HARD AND SOFT REAL TIME SYSTEMS

#### Hard Real Time System

- Failure to meet deadlines is fatal
- example : Flight Control System

### Soft Real Time System

- Late completion of jobs is undesirable but not fatal.
- System performance degrades as more & more jobs miss deadlines
- Online Databases

(Qualitative Definition)



## ROLE OF AN OS IN REAL TIME SYSTEMS

#### Standalone Applications

- Often no OS involved
- Micro controller based Embedded Systems

#### Some Real Time Applications are huge & complex

- Multiple threads
- Complicated Synchronization Requirements
- Filesystem / Network / Windowing support
- OS primitives reduce the software design time

## **FEATURES OF RTOS'S**

Scheduling.

Resource Allocation.

Interrupt Handling.

Other issues like kernel size.

# SCHEDULING ALGORITHMS IN RTOS

**Clock Driven Scheduling** 

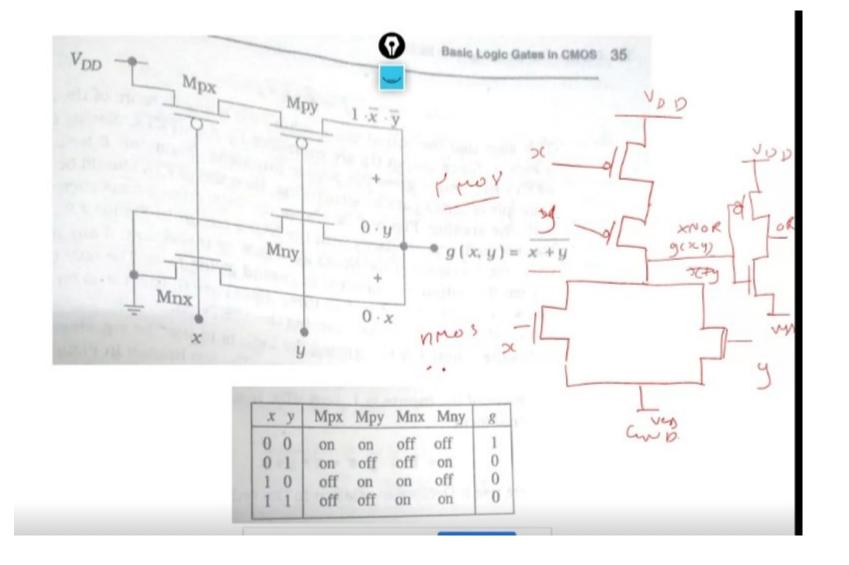
Weighted Round Robin Scheduling

Priority Scheduling (Greedy / List / Event Driven)

## (CONTD)

### Clock Driven

- All parameters about jobs (release time/ execution time/deadline) known in advance.
- Schedule can be computed offline or at some regular time instances.
- Minimal runtime overhead.
- Not suitable for many applications.

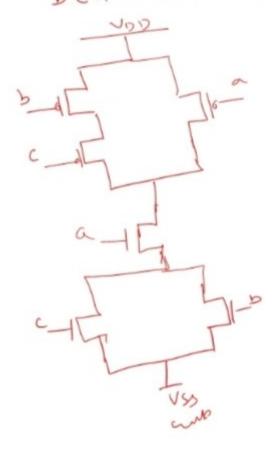




## Complex Logic Gates n CMOS

$$y = a.(b+c)$$
 $p. muys$ 
 $p. mu$ 

Toc. 1 fa. 1 + a c. 0 + 0.6-0



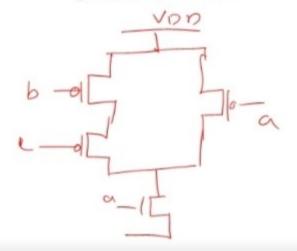
y = a. (b+1)

PMOS.

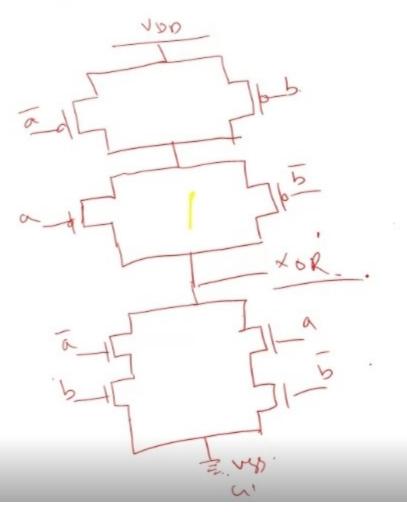
n-mos

b+( -> parelle come

a. (b+1) - grice.



## a5.1+ c.d.1+ a.0+ b.d.0 + b.c.0



XOR = abtab

Tab -> Pres-paral

Tab -> Suins

Tab -> Suins