
Description: The leading text in the field explains step by step how to write software that responds in real time

From power plants to medicine to avionics, the world increasingly depends on computer systems that can compute and respond to various excitations in real time. The Fourth Edition of Real-Time Systems Design and Analysis gives software designers the knowledge and the tools needed to create real-time software using a holistic, systems-based approach. The text covers computer architecture and organization, operating systems, software engineering, programming languages, and compiler theory, all from the perspective of real-time systems design.

The Fourth Edition of this renowned text brings it thoroughly up to date with the latest technological advances and applications. This fully updated edition includes coverage of the following concepts:

- Multidisciplinary design challenges
- Time-triggered architectures
- Architectural advancements
- Automatic code generation
- Peripheral interfacing
- Life-cycle processes

The final chapter of the text offers an expert perspective on the future of real-time systems and their applications.

The text is self-contained, enabling instructors and readers to focus on the material that is most important to their needs and interests. Suggestions for additional readings guide readers to more in-depth discussions on each individual topic. In addition, each chapter features exercises ranging from simple to challenging to help readers progressively build and fine-tune their ability to design their own real-time software programs.

Now fully up to date with the latest technological advances and applications in the field, Real-Time Systems Design and Analysis remains the top choice for students and software engineers who want to design better and faster real-time systems at minimum cost.

Contents:

Preface xv
Acknowledgments xxi

1 Fundamentals of Real-Time Systems 1
1.1 Concepts and Misconceptions, 2
1.1.1 Definitions for Real-Time Systems, 2
1.1.2 Usual Misconceptions, 14
1.2 Multidisciplinary Design Challenges, 15
1.2.1 Influencing Disciplines, 16
1.3 Birth and Evolution of Real-Time Systems, 16
3 Real-Time Operating Systems 79

3.1 From Pseudokernels to Operating Systems, 80

3.1.1 Miscellaneous Pseudokernels, 82

3.1.2 Interrupt-Only Systems, 87

3.1.3 Preemptive Priority Systems, 90

3.1.4 Hybrid Scheduling Systems, 90

3.1.5 The Task Control Block Model, 95

3.2 Theoretical Foundations of Scheduling, 97

3.2.1 Scheduling Framework, 98

3.2.2 Round-Robin Scheduling, 99

3.2.3 Cyclic Code Scheduling, 100

3.2.4 Fixed-Priority Scheduling: Rate-Monotonic Approach, 102

3.2.5 Dynamic Priority Scheduling: Earliest Deadline First Approach, 104

3.3 System Services for Application Programs, 106

3.3.1 Linear Buffers, 107

3.3.2 Ring Buffers, 109

3.3.3 Mailboxes, 110

3.3.4 Semaphores, 112

3.3.5 Deadlock and Starvation Problems, 114

3.3.6 Priority Inversion Problem, 118

3.3.7 Timer and Clock Services, 122

3.3.8 Application Study: A Real-Time Structure, 123

3.4 Memory Management Issues, 127

3.4.1 Stack and Task Control Block Management, 127

3.4.2 Multiple-Stack Arrangement, 128

3.4.3 Memory Management in the Task Control Block Model, 129

3.4.4 Swapping, Overlaying, and Paging, 130

3.5 Selecting Real-Time Operating Systems, 133

3.5.1 Buying versus Building, 134

3.5.2 Selection Criteria and a Metric for Commercial Real-Time Operating Systems, 135
3.5.3 Case Study: Selecting a Commercial Real-Time Operating System, 138
3.5.4 Supplementary Criteria for Multi-Core and Energy-Aware Support, 140
3.6 Summary, 142
3.7 Exercises, 143
References, 146

4 Programming Languages for Real-Time Systems 149

4.1 Coding of Real-Time Software, 150
4.1.1 Fitness of a Programming Language for Real-Time Applications, 151
4.1.2 Coding Standards for Real-Time Software, 152

4.2 Assembly Language, 154

4.3 Procedural Languages, 156
4.3.1 Modularity and Typing Issues, 156
4.3.2 Parameter Passing and Dynamic Memory Allocation, 157
4.3.3 Exception Handling, 159
4.3.4 Cardelli's Metrics and Procedural Languages, 161

4.4 Object-Oriented Languages, 162
4.4.1 Synchronizing Objects and Garbage Collection, 162
4.4.2 Cardelli's Metrics and Object-Oriented Languages, 164
4.4.3 Object-Oriented versus Procedural Languages, 165

4.5 Overview of Programming Languages, 167
4.5.1 Ada, 167
4.5.2 C, 169
4.5.3 C++, 170
4.5.4 C--, 171
4.5.5 Java, 172
4.5.6 Real-Time Java, 174
4.5.7 Special Real-Time Languages, 177

4.6 Automatic Code Generation, 178
4.6.1 Toward Production-Quality Code, 178
4.6.2 Remaining Challenges, 180

4.7 Compiler Optimizations of Code, 181
4.7.1 Standard Optimization Techniques, 182
6.2 Software Engineering Principles, 275

6.2.1 Seven Principles from Rigor and Formality to Traceability, 275

6.2.2 The Design Activity, 281

6.3 Procedural Design Approach, 284

6.3.1 Parnas Partitioning, 284

6.3.2 Structured Design, 286

6.3.3 Design in Procedural Form Using Finite State Machines, 292

6.4 Object-Oriented Design Approach, 293

6.4.1 Advantages of Object Orientation, 293

6.4.2 Design Patterns, 295

6.4.3 Design Using the Unified Modeling Language, 298

6.4.4 Object-Oriented versus Procedural Approaches, 301

6.5 Life Cycle Models, 302

6.5.1 Waterfall Model, 303

6.5.2 V-Model, 305

6.5.3 Spiral Model, 306

6.5.4 Agile Methodologies, 307

6.6 Summary, 311

6.7 Exercises, 312

6.8 Appendix 1: Case Study in Designing Real-Time Software, 314

6.8.1 Introduction, 314

6.8.2 Overall Description, 315

6.8.3 Design Decomposition, 316

6.8.4 Requirements Traceability, 371

References, 375

7 Performance Analysis Techniques 379

7.1 Real-Time Performance Analysis, 380

7.1.1 Theoretical Preliminaries, 380

7.1.2 Arguments Related to Parallelization, 382

7.1.3 Execution Time Estimation from Program Code, 385

7.1.4 Analysis of Polled-Loop and Coroutine Systems, 391

7.1.5 Analysis of Round-Robin Systems, 392
8.3.1 The Three Dimensions of Uncertainty, 434
8.3.2 Sources of Uncertainty, 435
8.3.3 Identifying Uncertainty, 437
8.3.4 Dealing with Uncertainty, 438
8.4 Design for Fault Tolerance, 438
8.4.1 Spatial Fault-Tolerance, 440
8.4.2 Software Black Boxes, 443
8.4.3 N-Version Programming, 443
8.4.4 Built-in-Test Software, 444
8.4.5 Spurious and Missed Interrupts, 447
8.5 Software Testing and Systems Integration, 447
8.5.1 Testing Techniques, 448
8.5.2 Debugging Approaches, 454
8.5.3 System-Level Testing, 456
8.5.4 Systems Integration, 458
8.5.5 Testing Patterns and Exploratory Testing, 462
8.6 Performance Optimization Techniques, 465
8.6.1 Scaled Numbers for Faster Execution, 465
8.6.2 Look-Up Tables for Functions, 467
8.6.3 Real-Time Device Drivers, 468
8.7 Summary, 470
8.8 Exercises, 471
References, 473
9 Future Visions on Real-Time Systems 477
9.1 Vision: Real-Time Hardware, 479
9.1.1 Heterogeneous Soft Multi-Cores, 481
9.1.2 Architectural Issues with Individual Soft Cores, 483
9.1.3 More Advanced Fieldbus Networks and Simpler Distributed Nodes, 484
9.2.1 One Coordinating System Task and Multiple Isolated Application Tasks, 486
9.2.2 Small, Platform Independent Virtual Machines, 487
9.3 Vision: Real-Time Programming Languages, 488
9.3.1 The UML++ as a Future “Programming Language”, 489
9.4 Vision: Real-Time Systems Engineering, 491
  9.4.1 Automatic Verification of Software, 491
  9.4.2 Conservative Requirements Engineering, 492
  9.4.3 Distance Collaboration in Software Projects, 492
  9.4.4 Drag-and-Drop Systems, 493
9.5 Vision: Real-Time Applications, 493
  9.5.1 Local Networks of Collaborating Real-Time Systems, 494
  9.5.2 Wide Networks of Collaborating Real-Time Systems, 495
  9.5.3 Biometric Identification Device with Remote Access, 495
  9.5.4 Are There Any Threats behind High-Speed Wireless Communications?, 497
9.6 Summary, 497
9.7 Exercises, 499
References, 500
Glossary 503
About the Authors 535
Index 537
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