

# Hard Real Time Design

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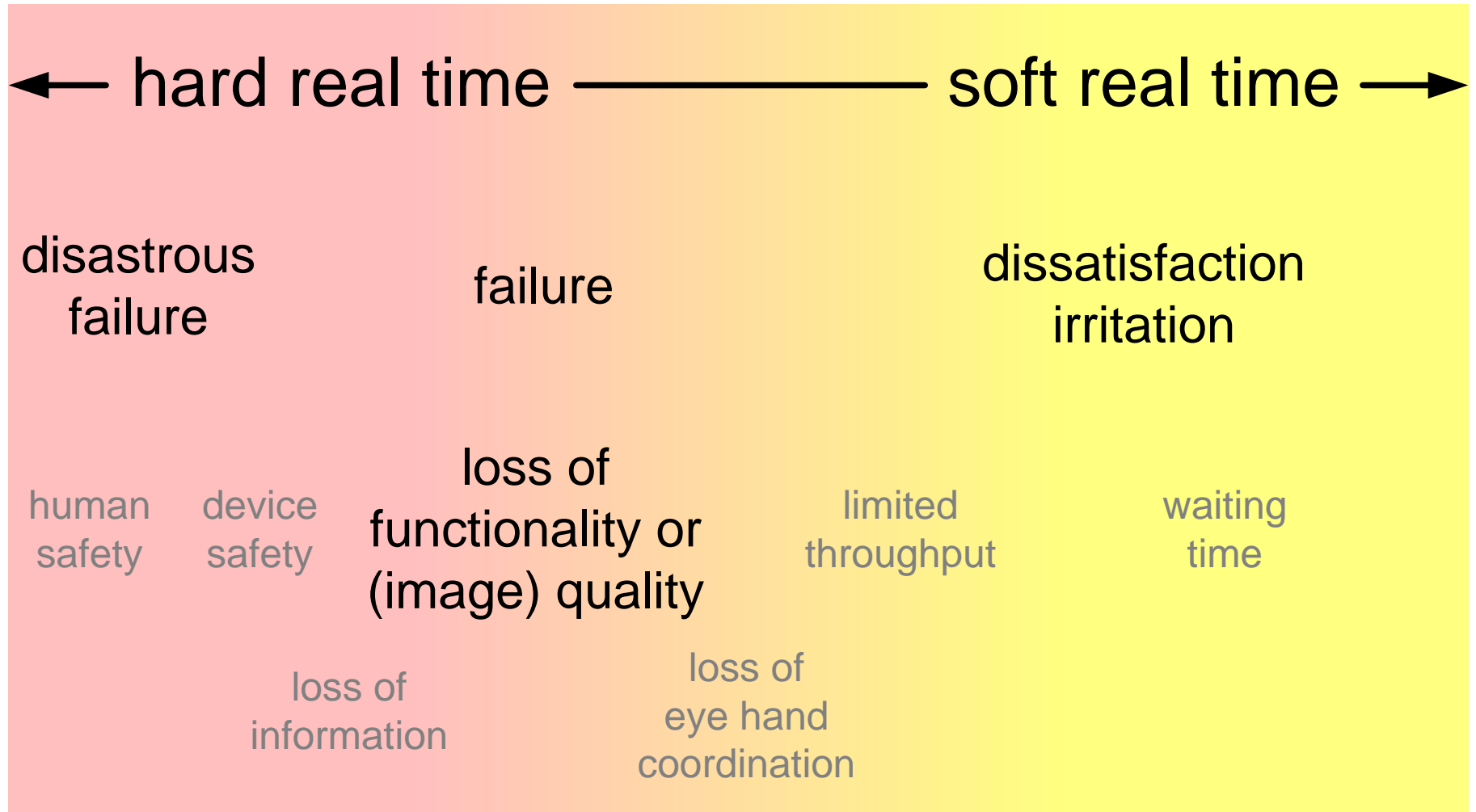
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## Abstract

Hard Real Time design is the fundament of system performance. We will use a television as case to show hard real time design strategies, starting with a straight-forward analog television based on a synchronous design and incrementally extending the television to become a full-fledged digital TV with many concurrent functions.

# Hard Real Time Design



The ASP <sup>TM</sup> course is partially derived from the EXARCH course developed at *Philips CTT* by *Ton Kostelijk* and *Gerrit Muller* .

Extensions and additional slides have been developed at *ESI* by *Teun Hendriks* , *Roland Mathijssen* and *Gerrit Muller* .