

Hard Real Time Design

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Abstract

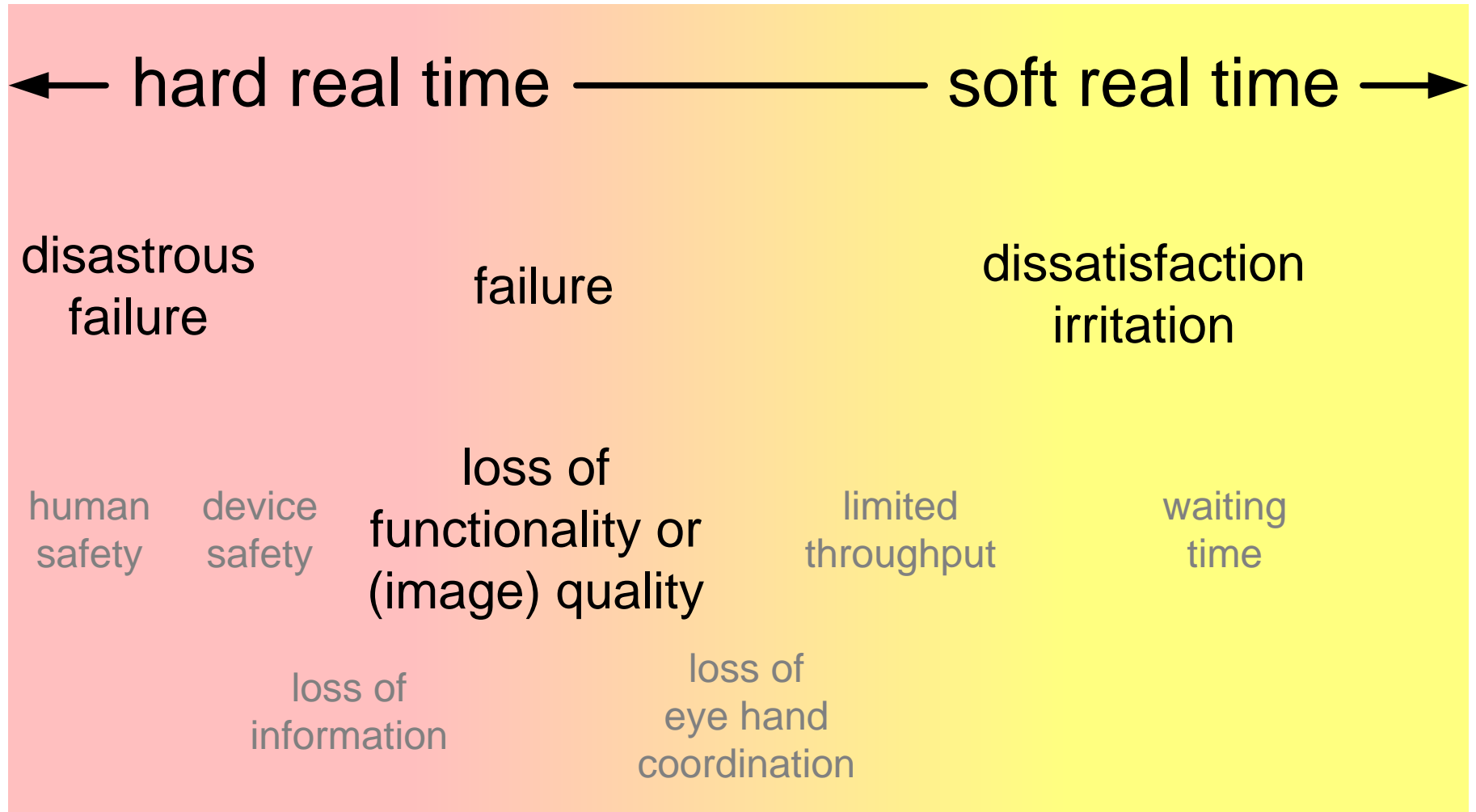
Hard Real Time design is the fundament of system performance. We will use a television as case to show hard real time design strategies, starting with a straight-forward analog television based on a synchronous design and incrementally extending the television to become a full-fledged digital TV with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

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status: planned

version: 0.2

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The ASP™ 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*.