

## Real Time OS

Priority based scheduling with preemption

- Hard/Soft real time scheduling with deadlines

Preemptive Kernels

Minimizing latency

- Time between interrupt signaling and start of RT process

- Regs saving

- Resource preemption

- Priority inversion High/Low/Medium

Periodic processes

Arranging a schedule

Accept/Reject a process – Note that this is done during initialization, not “real time”

Guaranteed completion

Rate Monotonic (Periodic)

EDF

Multi-Media

QOS – Best effort, HARD, SOFT.