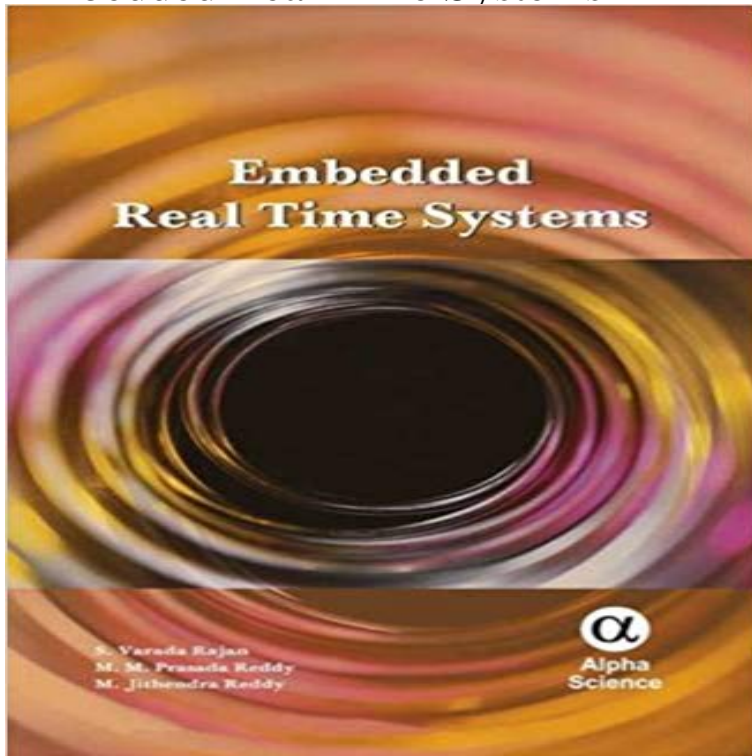


Embedded Real Time Systems



EMBEDDED REAL TIME SYSTEMS portrays hardware and software not as different domains, but rather as two implementation options along a continuum of options varying in their design metrics such as cost, performance, size, power and flexibility. The main aim of this text is to provide a foundation that supports the multithreaded style of programme in high reliability requirements of Embedded software. Three important trends, Integrated Circuits, Quality Compilers and Synthesis Technology enable the designer to describe the desired functionality in a high level programming language to generate an efficient custom hardware processor implementation.

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