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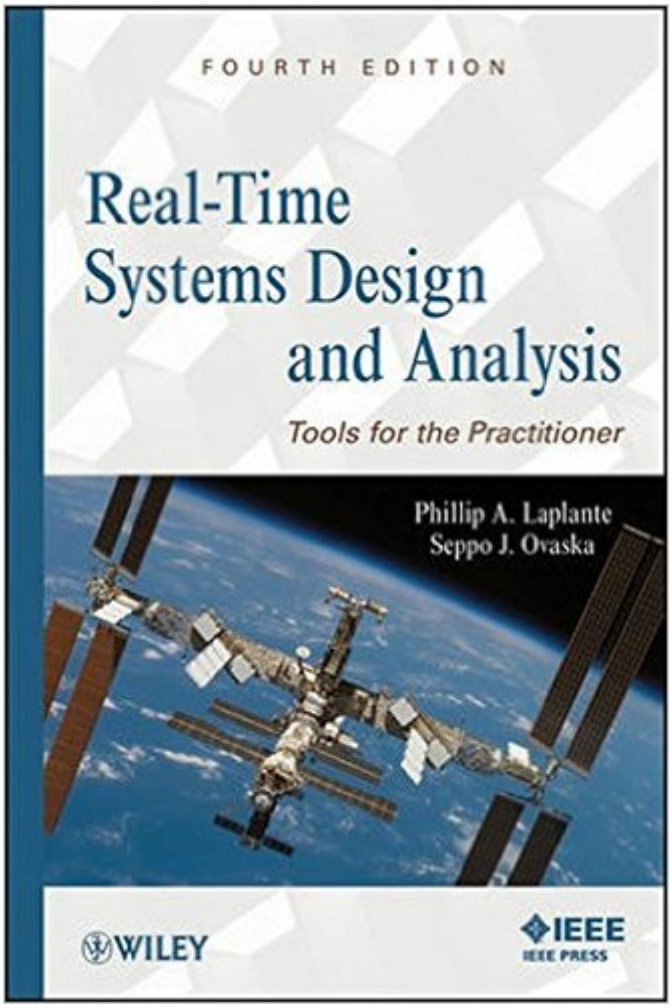
Real-Time Systems Design And Analysis: Tools For The Practitioner



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Synopsis

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.

Book Information

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Customer Reviews

Good books on real time embedded systems are rare and I think that if you were looking for a book that explains the why behind things, then you may stop here.This book targets beginners and advanced professionals of embedded systems.If you are a beginner, this book is the right one for you. The book starts from scratch and explains multiple sides of embedded systems like hardware and the different software aspects.If you’re an experienced embedded systems engineer, but you just know some of the aspects of real time systems you’ve always worked with, because you have to follow a certain development process, and you would like to learn about other aspects, programming languages or processes, than you can find a lot of new things to learn in this book. As the author mentioned in the introduction "depth is occasionally sacrified for breadth" in this book, which is a good decision made by the authors because it makes the reader understand the principles first but if the reader needs or would like to deepen his knowledge on a specific topic, every chapter mentions further literature at the end.I also liked the examples from real life applications and the interesting and funny anecdotes/ stories from what engineers experienced during their project work,Also challenging exercises and case studies help you test your knowledge and read again the paragraphs you did not pay enough attention to.As the book is meant to handle all embedded systems, it doesn’t use a specific hardware board. Those who would like to learn embedded systems on hardware should buy one of the boards of known companies like Arduino, microchip, Franzis (for users in Germany) etc and either use internet tutorials or buy a book which is specific to that board.

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