Handbook of Real-Time Computing

Yu-Chu Tian • David C. Levy Editors

# Handbook of Real-Time Computing

Volume 1

With 442 Figures and 75 Tables



Editors

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## Preface

Real-time computing correlates the performance of a computer, embedded system, or communication network together with time. It focuses on the design of application systems that must complete a task or return a response within a certain time frame, which is known as deadline. Depending on the application, the deadline requirement could range from nanosecond in computer network communications to millisecond in medical diagnosis or even seconds or minutes in many industrial control systems. Missing the deadline will violate the system requirements, while completing a task much earlier than the deadline may also deteriorate the system performance. Fast responses and/or precise timing control with or without fast response requirements are typical features of real-time computing. This can be interpreted as completing computing tasks at right times in real-time computing.

Real-time computing is widely used in various applications. In industrial systems such as power plants and power transmission and distribution networks, real-time monitoring and control over the whole communication networked systems become essential for system stability, performance, safety, and reliability. In our daily life, with the increasing demand on high-speed communication and network activities, real-time computing has become one of the key technologies to provide ultimate real-time networked services.

The *Handbook of Real-Time Computing* aims to summarize the state of the art of real-time computing. It is organized into five sections, which cover five selected aspects of real-time computing from theory to applications. The five sections are

- Principles and Theories of Real-Time Computing
- Real-Time Scheduling
- · Real-Time Systems
- Real-Time Networks and Communications
- Real-Time Multi-agent Systems

Each of these five sections is edited by an expert in the specific domain. Authors of all chapters are experts on their respective topics, and many of them are well-recognized world-leading researchers. We congratulate all section editors and authors for their contributions, which reflect their expertise and knowledge, to the present handbook. We hope that the collection of these sections each with a number of chapters in the present handbook will provide a full and quick technical reference

with a high-level historic review, detailed technical descriptions, and latest practical applications in real-time computing.

It has been a long journey to present this five-section handbook to readers. We would like to acknowledge all section editors and authors for their creative contributions, without which the production of this handbook would have not been possible. We are grateful to Springer's MRW (Major Reference Works) publisher Mr. Stephen Yeung, who initiated this handbook project and demonstrated his enthusiasm, professionalism, support, and patience throughout the process of the project. Last but not the least, special thanks go to Springer's project coordinators (Books), Ms. Rekha Sukumar, Ms. Juby George, Meena Thiagarajan, Akshara P P, Nivedita Baroi, and Mr. Ramesh Nath Premnath, who coordinated the project at different times leading to the production of the handbook. It has been an enjoyable experience to work with these professionals and Springer.

Let us look forward to further development and evolution of new theories and technologies of real-time computing.

Brisbane, Australia Sydney, Australia July 2022 Dr. Yu-Chu Tian Dr. David C. Levy

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**Professor Yu-Chu Tian** is a computer scientist working as Professor of Computer Science in the School of Computer Science, Queensland University of Technology (QUT), Brisbane QLD, Australia. He received his Ph.D. degree in computer and software engineering in 2009 from the University of Sydney, Sydney NSW, Australia, and his Ph.D. degree in industrial automation in 1993 from Zhejiang University, Hangzhou, China. He has worked in a number of universities including Zhejiang University (Hangzhou, China), Hong Kong University of Technology (Hong Kong, China), Curtin University (Perth WA, Australia), the University of Maryland at College Park (MD, USA), and Queensland University of Technology (Brisbane QLD, Australia).

Professor Tian has been playing a leadership role in QUT's research and development as well as teaching and learning in big data computing, cloud computing, real-time computing, computer networks, and cyber-physical system security. He has been working at QUT initially as a lecturer, and later as a senior lecturer and associate professor, and currently as a full professor. At QUT, he has established and headed the Networks and Systems Group, the Discipline of Networks and Communications, and the Big Data Lab. So far, Professor Tian has supervised over 30 PhD and Master of Research students to completion. He has also mentored and supervised over 30 research fellows.

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Dr. Levy received his B.E. degree in electrical engineering from the University of Natal, Durban, South Africa, in 1970, followed by M.Sc. and Ph.D. from the same institution. He taught electronic engineering at the University of Natal, with stints at the Technion, Israel, and Clemson, USA. After an extended visit to the CSIRO in Australia, Dr. Levy took up a position at the University of Sydney in 1994 where he led major curriculum revisions and served as Head of School.

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