Abstract

Traditionally in embedded systems, real time tasks are implemented using a simple scheduling algorithm. Embedded systems are mostly constrained in size and resource requirements, hence scheduling algorithm is preferred. Due to the remarkable advancement in the embedded area, numerous real time operating systems (RTOS) have been developed in the recent years. This paper presents the literature survey which gives an overview about the evolution of real time systems and its current scenario. Differences between RTOS and General Purpose Operating System (GPOS) are listed. The challenges faced by developers while using an RTOS are also explored.
Survey on RTOS: Evolution, Types and Current Research

- https://en.wikipedia.org/?title=Rate-monotonic_scheduling

XMCURTOS_Scores_Top_Marks_in_Microchip_Technologys_PIC24_Benchmarks/

Index Terms

Computer Science Operating Systems

Keywords

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