Abstract

Scheduling is a technique which makes an arrangement of performing certain tasks at specified period. The intervals between each function have been clearly defined by the algorithm to avoid any overlapping. The real time computing systems are those in which there are strict timing constraints that have to be met to get the correct output i.e. the output not only depend on the correctness of the outcome but also on the time at which results are produced. Real time systems are expected to change its state in real time even after the controlling processor has stopped its execution. The bound in which real time applications are needed to respond to the stimuli is known as deadline. In order to achieve optimized results in real time operations the scheduling techniques has been used. In the paper we classify the various scheduling techniques based on different parameters. Also techniques used for scheduling in real time environment are analyzed and comparison between different techniques has been done. The various issues have been presented on which there is still a need to work.

References

- Hermann Kopetz, "Real-Time Systems: Design Principles for Distributed

**Index Terms**

Computer Science  
Parallel Computing

**Keywords**

Scheduling  
Worst Case Execution Time(wcet)  
Power  
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