What will you learn?  
And how?

- **Principles of Real-Time Systems**
  - *Mainly real-time scheduling theory*
  - *The goal is deterministic behavior (predictability)*
    - *This is very different from a general purpose OS*
    - *Systems have both *logical* and *temporal* correctness!*
  - *Primarily through*
    - *Liu’s book*
    - *Homework and programming assignments*
    - *Semester project*
  - *We will also read and discuss research papers*

Grades

- **Homework and Programming:** 20%  
  - 3 homework/programming assignments
- **Semester Project:** 30%  
  - Experimental or theoretical
- **Midterm:** 20%  
  - **Final:** 30%  
    - Comprehensive  
- **Classroom Participation:** up to half a letter grade

Projects

- **Define your own project and write a proposal**  
  - Experimental investigation requires a programming project and a final report  
  - Research a topic and write a paper  
  - Publishable results would be great!

- Team projects are allowed, but they must be significant!