One important procedure for an embedded real-time system is to meet the critical performance constraints from different tasks. Which means that all tasks executed in a computing system must imperatively take place with a time after their activation, otherwise tasks may cause problems. For example a nuclear power plant system, the time of the system is described by their deadlines, which must be executed and completed within their time frame. The deadlines are also traceable to the physical object that the computer interacts with.
In this summery of Dynamic Scheduling of Real-Time Tasks under Precedence Constraints, the time critical tasks will be executed on a single process computer. A method to cope with unpredictable changes in the environment will be presented. Tasks that aren’t running will be passive until activation and do not require any processor time in passive mode, they are also known as sporadic tasks. The sporadic tasks represent a latent demand for processor time.