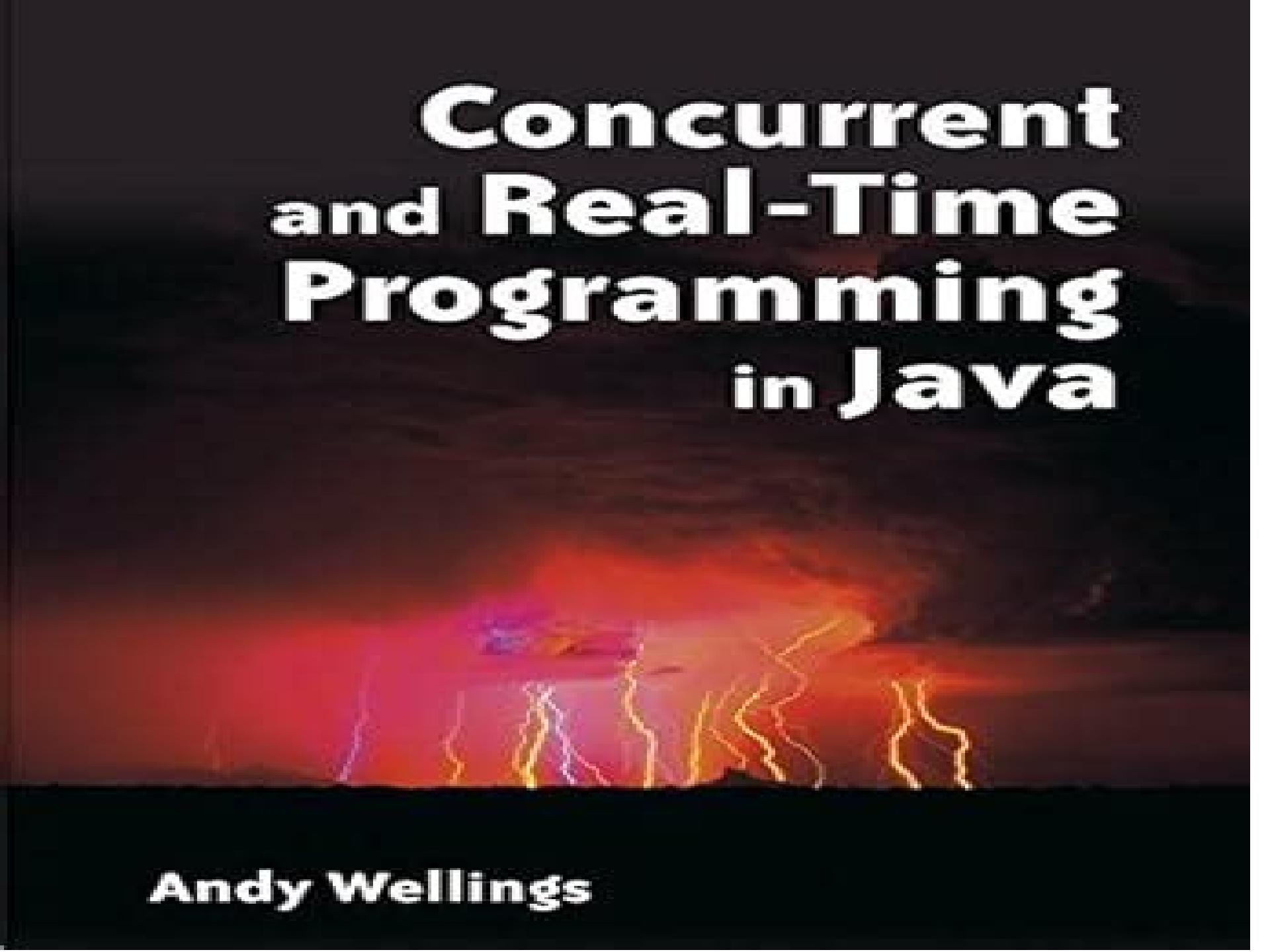


Concurrent and Real-Time Programming in Java



Andy Wellings

Concurrent And Real Time Programming In Java

Andrew Wellings

Concurrent And Real Time Programming In Java:

Concurrent and Real-Time Programming in Java Andrew J. Wellings, Wellings Andrew, 2004 Real time functionality is essential for developing many consumer industrial and systems devices While the C C programming language is most often used in the creation of real time software the Java language with its simple and familiar object oriented programming model offers many advantages over current real time practices Concurrent and Real Time Programming in Java covers the motivations for and semantics of the extensions and modifications to the Java programming environment that enable the Java platform Virtual Machine to meet the requirements and constraints of real time development Key aspects of concurrent and real time programming and how they are implemented in Java are discussed such as concurrency memory management real time scheduling and real time resource sharing

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Real-time Systems and Programming Languages Alan Burns, Andrew J. Wellings, 2001 Introduction to real time systems Designing real time systems Programming in the small Programming in the large Reliability and fault tolerance Exceptions and exception handling Concurrent programming Shared variable based synchronization and communication Message based synchronization and communication Atomic actions concurrent processes and reliability Resource control Real time facilities Scheduling Distributed systems Low level programming The execution environment A case study in ada

Concurrent, Real-Time and Distributed Programming in Java Badr Benmammar, 2017-12-27 This book provides an introduction to concurrent real time distributed programming with Java object oriented language support as an algorithm description tool It describes in particular the mechanisms of synchronization cooperative and competitive and sharing of data internal class static variables between threads in Java He then discusses the use of Java for real time applications Consequently a presentation of the RTSJ Real Time Specification for Java specification dedicated to the development of real time applications in Java is also introduced in this book Finally a presentation of programming distributed in Java is presented in this book We are particularly interested in communication using the TCP Sockets and high level communication using Java Remote Method Invocation RMI The book also contains an annex which contains a practical set of application exercises in relation to the theme of the book Knowledge of the Java language is a prerequisite for understanding the book

Real-time Systems and

Programming Languages Alan Burns, Andrew J. Wellings, 1996 This book shows how real time programming techniques are used in a variety of applications including robotics factory automation and control This second edition has been updated to include Ada 95 OOP the C family POSIX and Real Time POSIX and a new chapter on schedulability analysis [On the Move to Meaningful Internet Systems 2004: OTM 2004 Workshops](#) R. Meersman, 2004-10-14 This book constitutes the joint refereed proceedings of seven international workshops held as part of OTM 2004 in Agia Napa Cyprus in October 2004 The 73 revised papers presented together with 31 abstracts of posters from the OTM main conferences were carefully reviewed and selected from more than 150 submissions In accordance with the 7 workshops the papers are organized in topical sections on grid computing and its applications to data analysis Java technologies for real time and embedded systems modeling inter organizational systems regulatory ontologies semantics and e learning PhD symposium and interoperability [On the Move to Meaningful Internet Systems 2004: OTM 2004 Workshops](#) Zahir Tari, Angelo Corsaro, 2004-10-14 A special mention for 2004 is in order for the new Doctoral Symposium Workshop where three young postdoc researchers organized an original setup and formula to bring PhD students together and allow them to submit their research proposals for selection A limited number of the submissions and their approaches were independently evaluated by a panel of senior experts at the conference and presented by the students in front of a wider audience These students also got free access to all other parts of the OTM program and only paid a heavily discounted fee for the Doctoral Symposium itself In fact their attendance was largely sponsored by the other participants If evaluated as successful it is the intention of the General Chairs to expand this model in future editions of the OTM conferences and so draw in an audience of young researchers to the OnTheMove forum All three main conferences and the associated workshops share the distributed aspects of modern computing systems and the resulting applications created by the Internet and the so called Semantic Web For DOA 2004 the primary emphasis stayed on the distributed object infrastructure for ODBASE 2004 it was the knowledge bases and methods required for enabling the use of formal semantics and for CoopIS 2004 the main topic was the interaction of such technologies and methods with management issues such as occurs in networked organizations These subject areas naturally overlap and many submissions in fact also treat envisaged mutual impacts among them

Embedded Systems Design Bruno Bouyssonouse, Joseph Sifakis, 2005-02-07 Embedded systems now include a very large proportion of the advanced products designed in the world spanning transport avionics space automotive trains electrical and electronic appliances cameras toys televisions home appliances audio systems and cellular phones process control energy production and distribution factory automation and optimization telecommunications satellites mobile phones and telecom networks and security e commerce smart cards etc The extensive and increasing use of embedded systems and their integration in everyday products marks a significant evolution in information science and technology We expect that within a short timeframe embedded systems will be a part of nearly all equipment designed or manufactured in Europe the USA and Asia There is now a strategic shift in

emphasis for embedded systems designers from simply achieving feasibility to achieving optimality Optimal design of embedded systems means targeting a given market segment at the lowest cost and delivery time possible Optimality implies seamless integration with the physical and electronic environment while respecting real world constraints such as hard deadlines reliability availability robustness power consumption and cost In our view optimality can only be achieved through the emergence of embedded systems as a discipline in its own right

Concurrent and Real-Time Programming in Ada

Alan Burns,Andy Wellings,2007-07-05 Ada is the only ISO standard object oriented concurrent real time programming language It is intended for use in large long lived applications where reliability and efficiency are essential particularly real time and embedded systems In this book Alan Burns and Andy Wellings give a thorough self contained account of how the Ada tasking model can be used to construct a wide range of concurrent and real time systems This is the only book that focuses on an in depth discussion of the Ada tasking model Following on from the authors earlier title Concurrency in Ada this book brings the discussion up to date to include the new Ada 2005 language and the recent advances in real time programming techniques It will be of value to software professionals and advanced students of programming alike indeed every Ada programmer will find it essential reading and a primary reference work that will sit alongside the language reference manual

Declarative real-time concurrent programming in Java Marc Alfons Terrones Carratalà,2006

Advanced Design and Implementation of Virtual Machines Xiao-Feng Li,2016-12-19 Along with the increasingly important runtime engines pervasive in our daily life computing there is a strong demand from the software community for a solid presentation on the design and implementation of modern virtual machines including the Java virtual machine JavaScript engine and Android execution engine The community expects to see not only formal algorithm description but also pragmatic code snippets to understand not only research topics but also engineering solutions This book meets these demands by providing a unique description that combines high level design with low level implementations and academic advanced topics with commercial solutions This book takes a holistic approach to the design of VM architecture with contents organized into a consistent framework introducing topics and algorithms in an easily understood step by step process It focuses on the critical aspects of VM design which are often overlooked in other works such as runtime helpers stack unwinding and native interface The algorithms are fully illustrated in figures and implemented in easy to digest code snippets making the abstract concepts tangible and programmable for system software developers

Model Checking

Software Jaco van der Pol,Michael Weber,2010-09-21 Annotation This book constitutes the refereed proceedings of the 17th International SPIN workshop on Model Checking Software SPIN 2010 held at the University of Twente in Enschede The Netherlands in September 2010 The 13 revised full papers presented together with 2 tool papers and 3 invited talks were carefully reviewed and selected from 33 submissions The papers are organized in topical sections on satisfiability modulo theories for model checking model checking in context simulation testing UML implementation and performance of

model checking LTL and B chi automata extensions to infinite state systems and concurrent software

Concurrent and Real-time Programming Manuel I. Capel, 2025-09-25 This textbook provides a comprehensive exploration of the principles of concurrent programming focusing on both theoretical foundations and practical implementation techniques. Its content ranges from basic concepts such as thread creation and process management to more advanced topics such as inter process communication synchronization mechanisms and memory management. It includes discussions on monitors, MPI, RMI, rendezvous and rate monotonic analysis, providing both foundational knowledge and practical solutions. The book is divided into four chapters each building on fundamental aspects of concurrent and parallel programming. Chapter 1 introduces concurrent programming by explaining key concepts such as processes as independent execution units that perform tasks concurrently. Concurrency models using techniques like mutual exclusion and synchronization primitives and process creation through methods like fork/join and POSIX threads. Next chapter 2 explores key process synchronization mechanisms in concurrent programming focusing on both mutual exclusion problems and the use of monitors as a high level solution for managing shared resources. Chapter 3 then focuses on message passing systems as a fundamental approach for communication and synchronization in distributed systems where processes cannot share memory and provides models like CSP and technologies like RMI to facilitate structured reliable communication between processes. Eventually chapter 4 dives into the scheduling mechanisms of real time systems focusing on how tasks are prioritized and scheduled to meet strict timing constraints with algorithms to address priority inversion while considering sporadic and aperiodic tasks. This book is designed to be used as a textbook for undergraduate and graduate courses in concurrent programming, operating systems and distributed systems. Its well structured layout, comprehensive case studies, numerous exercises and illustrating real world examples make it an ideal teaching resource.

Architectures, Languages and Techniques for Concurrent Systems World Occam and Transputer User Group. Technical Meeting, 1999

Proceedings of the ACM ... Java Grande/ISCOPE Conference, 2002

American Book Publishing Record, 2005

Real-Time Programming 2003 (WRTP 2003) Marian Adamski, Matjaž Colnarič, Marek Węgrzyn, 2003

Real-Time Systems and Software Alan C. Shaw, 2001-03-15 Emphasizing concepts and principles this book provides readers with an accessible approach to software design. It presents several examples of commercial and research systems throughout the chapters to explain and justify the concepts. And the material presented is technically diverse including discussions of state machines, logic concurrent programming and scheduling algorithms.

Proceedings, 1997

ACM Transactions on Programming Languages and Systems Association for Computing Machinery, 2000

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