

UNIVERSITY OF SOUTHERN CALIFORNIA

COMPUTER ENGINEERING

SCREENING EXAMINATION

ELECTIVE COURSE NO: **EE 554**

REAL-TIME COMPUTING SYSTEMS

BASIC READING

1. "Probability, Statistics and Queueing Theory with Computer Science Application", A. O. Allen, Academic Press, 1990.
2. "Proceedings of the Aerospace Simulation Conference", Ung, Editor, San Diego. Publishers: Society for Computer Simulation, January 1984, 1986 & 1988.
3. "Operating System Theory", Coffman and Denning, Prentice-Hall, 1973.

SUGGESTED READING (ARTICLES)

4. "Prevention of Task Overruns in Real-Time Non-Preemptive Multiprogramming", K. H. Kim and M. Haghizadeh, Proceedings of International Symposium on Computer Performance, Modeling, Measurement and Evaluation, Toronto, 1980.
5. "Guaranteed Response Times in a Hard Real-Time Environment", d. Leinbaugh, IEEE Trans. on software Engineering, Vol. SE-6, No. 1, January 1980.
6. "Multiprocessor On-line Scheduling of Hard Real-Time Tasks", M. Dertouzos and A.K. Mok, IEEE Trans. on Software Engineering, vol. 15, no.12, December 1989.
7. "Computer", IEEE July 1990. Special Issue on Fault Tolerant Computing.
8. "Handwritten Course Notes", M. Ung, distributed with EE 554 class, approx. 500 pages. Be sure to study from the latest notes.

Please be aware that these references are for guidance in BASIC knowledge. Ph.D. candidates are screened on the basis of talent, course knowledge, independent reading and experience.
