



E. Douglas Jensen's
Real-Time for the Real World

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My personal manifesto about the widely misunderstood field of real-time computing...

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Last updated: 02/29/2004 18:07:40



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Sequencing Algorithms and Heuristics

When a sequence timeliness optimality criterion has been established - e.g., always meet all deadlines, minimize the expected number of missed deadlines, minimize mean tardiness, maximize the expected sum of utilities, etc. - an algorithm or heuristic must be selected or devised to satisfy that criterion.

Sequencing in general is an NP-hard problem, and almost all interesting sequencing problems in particular are either known to be NP-hard or are unsolved.

[To be continued...]

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