

# Real-Time Systems & Fault Tolerance

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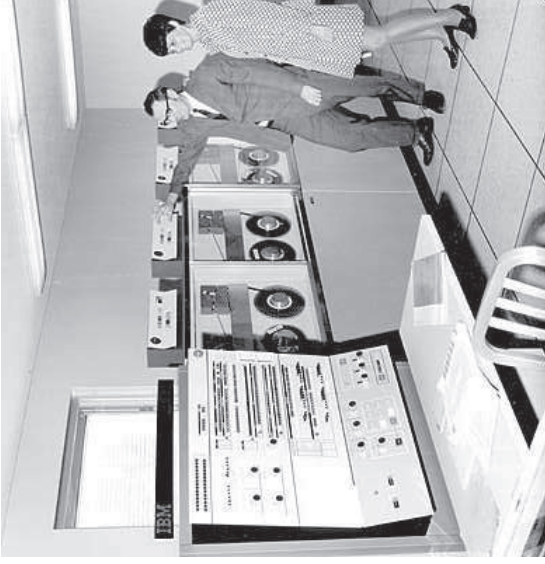






# Computers in the past

- Huge, slow, not reliable, expensive
- Destined for commercial use (60 years ago).
- We could mention three main categories of computing systems:
  - *Mainframes*
  - Personal Computers
  - Portable Computers













- Real-time systems were restricted to spatial applications and in countries defense programs.
- Improvements became more remarkable with computers miniaturization.
- Nowadays, things are a little bit different

