T-Engine: The Open, Real-Time Embedded-Systems Platform for Ubiquitous Computing

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Abstract

T-Engine is a standard architecture for next generation real-time embedded systems for ubiquitous computing to improve software productivity of these systems. This paper introduces the basic design philosophy of T-Engine, and overview of its standard hardware and software specifications. By now, several computer vendors have released more than ten hardware systems based on the T-Engine specification. Upon these, software vendor companies are developing major middleware components for embedded systems such as Java, Linux, and mobile phone profiles.