

Activity

Cluster Integration

Adaptive Resource Management for Consumer Electronics

Activity leader : Gerhard Fohler (MDH)

Objectives

resource demand: stream

Video stream

... B B P B B I



Video stream

... B B P B B I



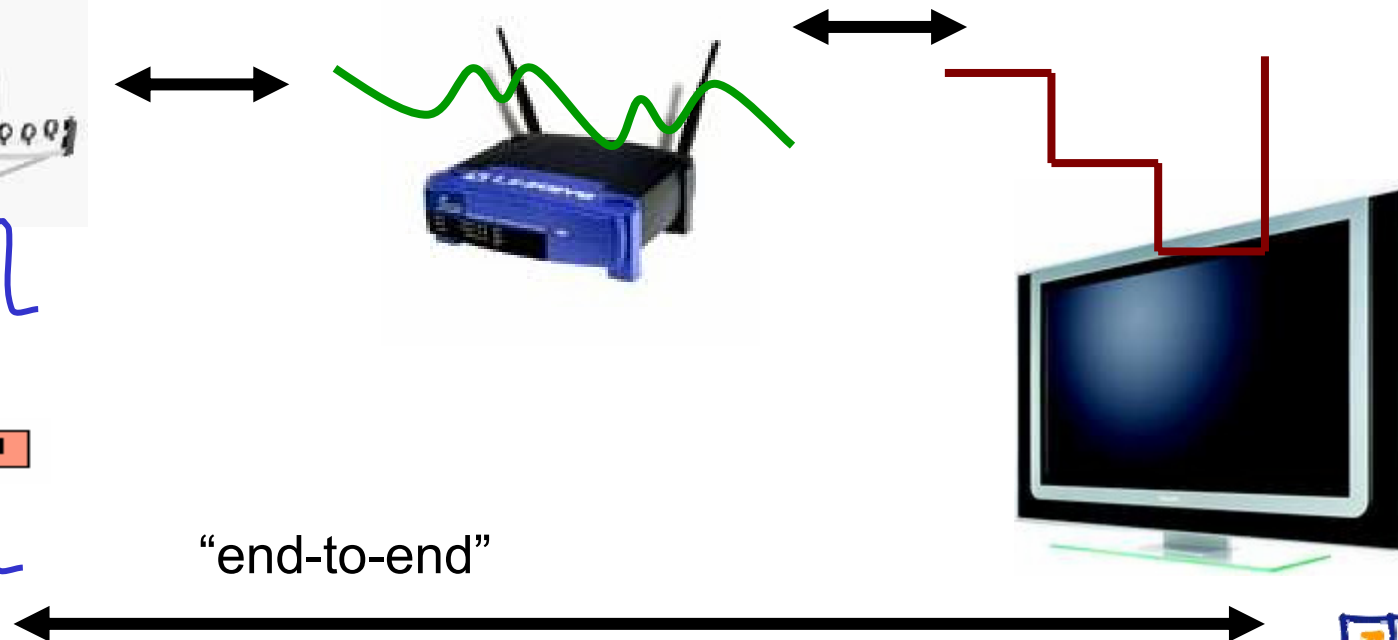
Video stream

... B B P B B I



resource availability
NW bandw.

resource availability
CPU, cache, bus.



Achievements & Ongoing Work

▪ Meetings

- Meetings within cluster
- Collaboration with Philips, Ericsson, Visual tools
- Workshop with FRESCOR project (Paris, June 2006)

▪ Application requirements

- End-to-end Temporal Constraints for Video streaming
- impact of devices/components

Achievements & Ongoing Work, ctd.

▪ **Adaptive Management of Multiple Resources**

- Integrated real-time scheduling and cache management
- Server Based Flexible Scheduling
- Adaptive resource management for networks
- Resource availability prediction

▪ **QoS Middleware**

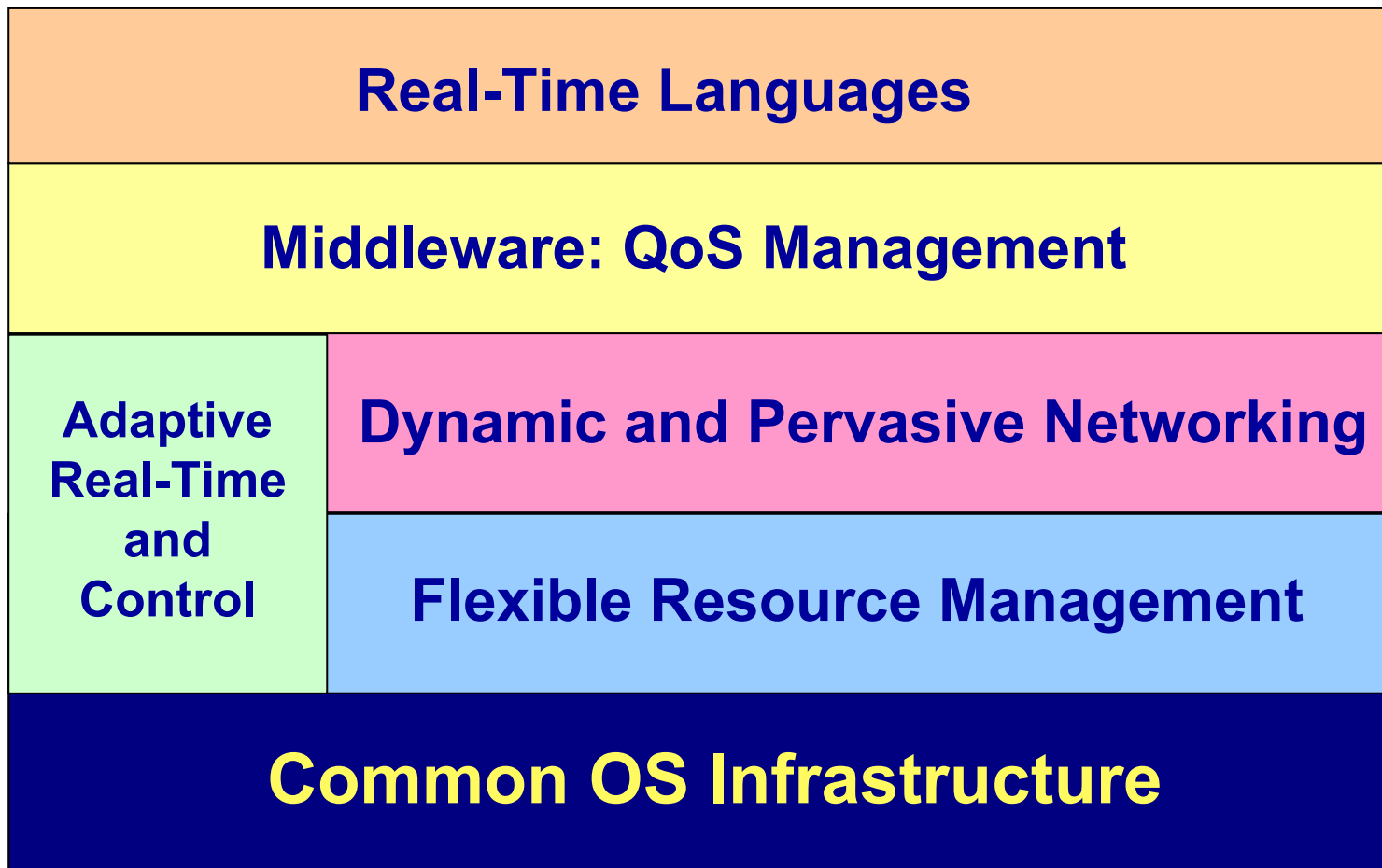
- Port HOLA QoS on top of Shark and Marte OS
- High-level resource management for maximizing output quality

Plan for the next 18 months

▪ **Structural changes in the activity**

- to be merged with the activity on Flexible Scheduling into “**Flexible Resource Management**”
- broaden scope to Media processing
- possibility to collaborate with NXP
- Integration of resource management of multiple resources
- Integration of approaches - evaluation on platform within Cluster for QoS middleware
- Provide inputs to activities on QoS Aware Components and Platforms

Restructuring the activities of the ART cluster



Proposals for Spreading Excellence

- Second European Lab on RT Embedded Systems
 - In conjunction with ECRTS (Pisa, July 9-13, 2007)
- Course on OSEK RTOSs and tools
 - February-March 2007 – 3 days (OSEK, tools, practice)
- Second Summer School on RT Scheduling and Adaptive Resource Management
 - 5 days in September 2007, Catania, Italy
- Web-based course on real-time systems
 - Invited lectures recorded and linked into an interactive web course available in the ARTIST2 repository
 - Start on adaptive real-time, then expand if successful