

Resource management and prioritization in an embedded Linux system

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Abstract

A condensed deescription of my work.

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Contents

1.	Introduction	1
2.	Background	2
3.	Game Theory Resource Manager	3
3.1	Background	3
3.2	Theory	3
4.	Implementation	4
4.1	Axis hardware	4
4.2	Constraints	4
4.3	Code	4
5.	Results	5
6.	Conclusion	6

1 Introduction

This is a description of my work.

2 Background

It is becoming more common to have multiple resource intensive services running in Axis cameras.

3 Game Theory Resource Manager

3.1 Background

3.2 Theory

4 Implementation

4.1 Axis hardware

4.2 Constraints

We decided that creating service levels for all the applications would not be a realistic approach.

4.3 Code

5 Results

6 Conclusion