

# Reactive Scheduling of Computational Resources in Control Systems

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## 1 Automata-based Scheduling

- motivation
- Component-based Architecture
- Büchi Games Interface
- Sub-Summery: Component Definition

## 2 Integration with Kalman

- Guiding Concept
- Guided Tour Simulation

## 3 Experiment with real-life case study

- The mission
- Simplifying the Kalman filter with complementary filter
- Results

## 4 Related Work

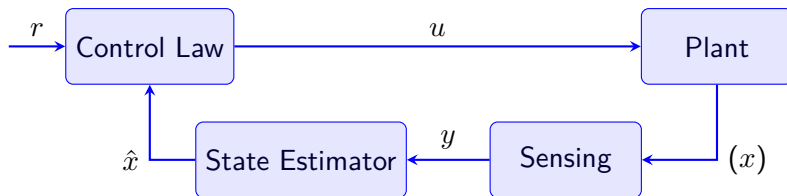
## 5 Conclusion

- Conclusion

# Outline

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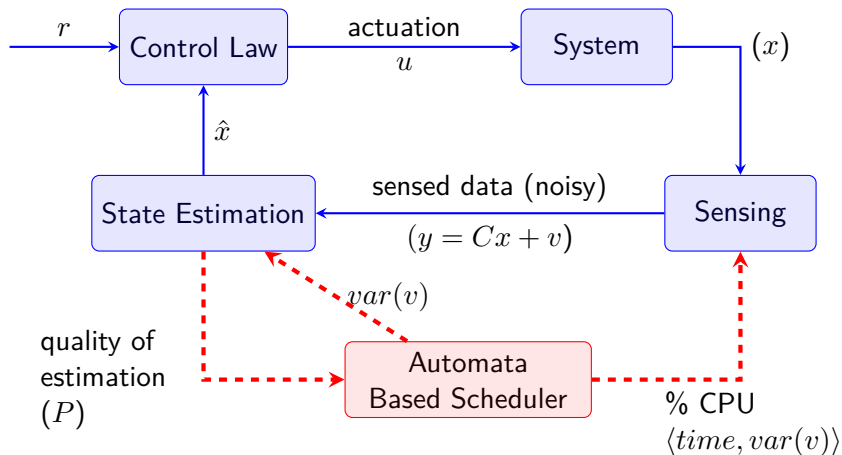
**TODO:** state of the art??



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# The Proposed Architecture



***TODO:** the arch figure and the how the scheduler work*

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***TODO: Büchi game remainder***

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**TODO:** *technical*

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***TODO: Explain the concept of estimate the errors***

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# *TODO: the simulation*

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**TODO:** 1. mission definition

**TODO:** 2. scheduling objectives

**TODO:** 3. how we review the results (the  $x$  axis)

**TODO:** 4. add a video

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**TODO:** 1. *why not Kalman*

**TODO:** 2. *how we use complementary filter*

**TODO:** 3. *the linearize model in  $x$  / roll axis*

**TODO:** 4. *update state (equations)*

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***TODO: the automata and their results***

***TODO: review of similar papers: A table with few papers***

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***TODO: instead of with Related Work***

# Thanks