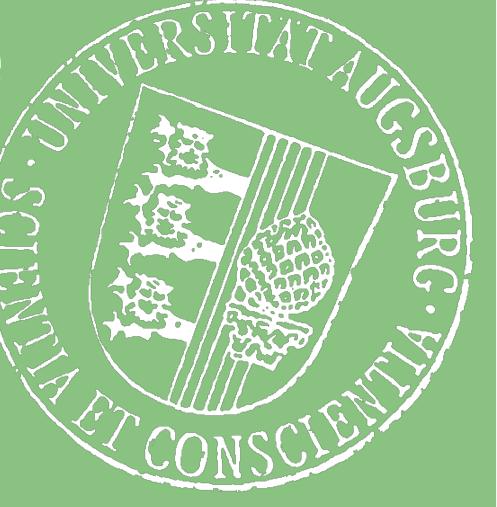


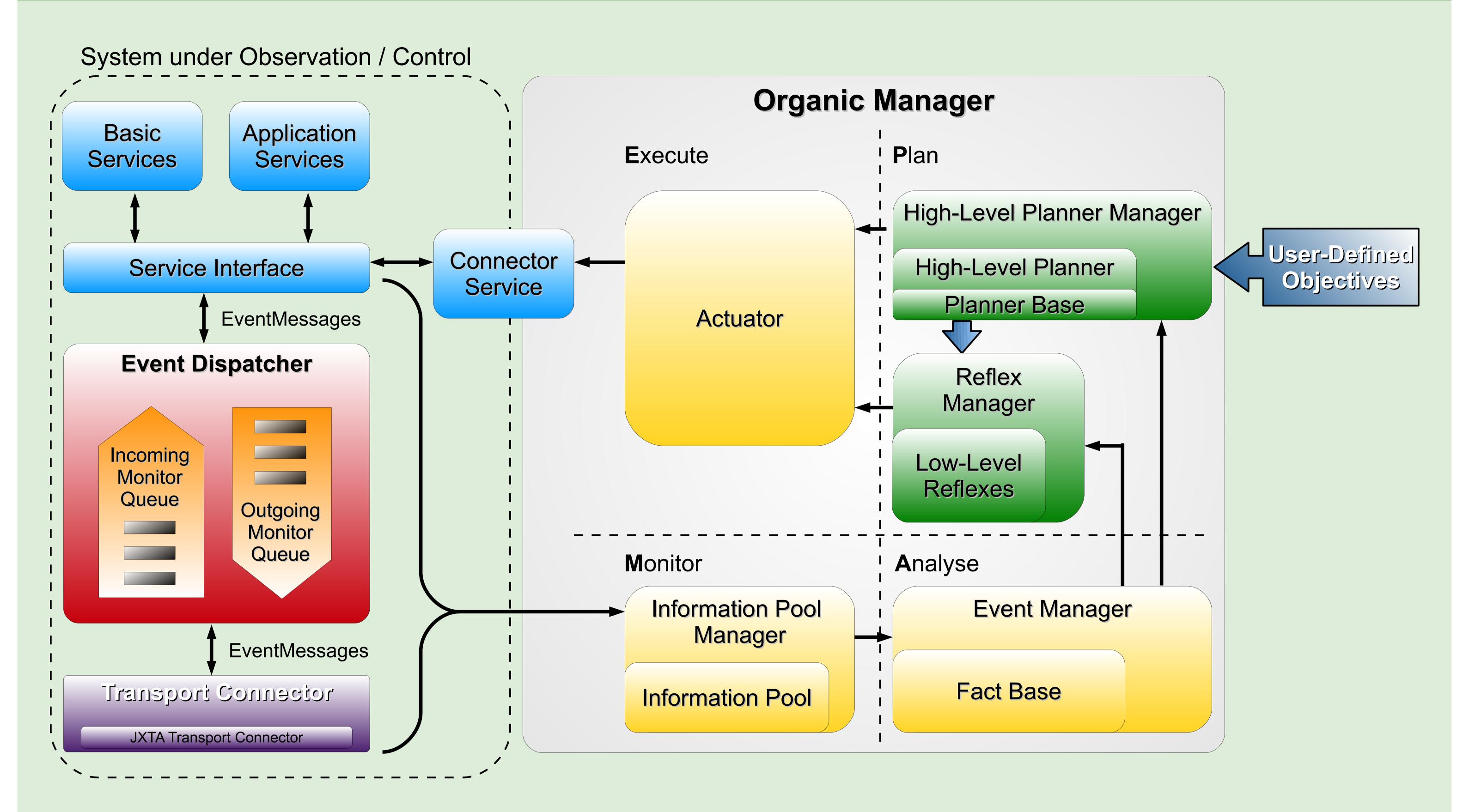
OCµ - Organic Computing Middleware

Michael Roth, Benjamin Satzger, Julia Schmitt, Theo Ungerer
University of Augsburg

Funded by German Research Foundation - priority programme 1183 Organic Computing



Preliminary OCµ Architecture of Third Phase



Organic Manager

Information Pool

Collection of monitored data.

Fact Base

Collection of aggregated data from the Information Pool.

User-defined objectives

Objectives provided by the user to determine the systems behavior.

High-level Planner

Exchangable automated planning engine to maintain the objectives.

Reflex Manager

Creates reflexes from plans.

Information Pool Manager

Administrates the data and transfers it to the Fact Base.

Event Manager

Administrates the Fact Base and triggers events based on changes of the Fact Base.

Planner Base

Provides actions and objectives.

Low-level Reflexes

Extends the High-level planner to provide quick response.

Actuator

Executes instructions of the Organic Manager.