MutekS

General presentation

MutekS is part of of the <u>MutekH</u> project. MutekS is a minimal static OS optimised for the <u>?DSX</u> hardware/software codesign tool : In most embedded, multi-threaded applications, the number of tasks and the communication scheme can be statically defined, and the POSIX threads dynamicity is not used. A static implementation reduces the memory footprint, and improves the performances.

MutekS implements directly the SRL (System Ressource Layer) API, used by DSX, at the cost of loosing the POSIX threads compatibility. MutekS is implemented as a library on top of the Hexo Hardware Abstraction Layer and supports all processor architectures supported by Hexo.

More Information

Mutek/S is distributed with the Mutek/H project. You can obtain more detailed information, and download the code on <u>?the dedicated site</u>