CPU Consumption, from Real-Time Embedded Systems to Mobile Devices

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Abstract: The energy consumption is a key factor for the life duration of a mobile device. Minimizing it requires to pay attention to the hardware architecture and its components, and to the design of mobile applications. Our goal is to show connections between theoretical results, mobile devices and experimental mesures of energy consumption. The elements of theory concern optimal computing architecture for real time task scheduling. The theoretical ideas are confirmed by nowadays mobile devices.