

# Resource Management

Powering smart, secure, and scalable infrastructure control







## P2CODE in Context

The P2CODE Architecture delivers automated and trustworthy orchestration of services across federated, multi-domain environments—driving innovation in Industry 4.0, mobility, healthcare, and beyond.

At its core, P2CODE is built on a layered architecture that is modular, secure, and developer-centric.

Within this design, the **Resource**Management Layer (RM-L) provides the foundation—intelligently allocating and scaling compute, storage, and network resources to power dynamic distributed services across IoT, edge, and cloud.

### What It Does

The RM-L abstracts heterogeneous infrastructure using standardized APIs and automates resource provisioning. It enables seamless orchestration, telemetry, scheduling, and policy enforcement across distributed environments.

## P2CODE Open Platform

Resource Management Layer



Security and Trust Layer

## Core Components

- Resource Manager
  Catalog, inventory & ordering via
  TMF APIs
- Policy Engine
  Automates lifecycle transitions
  (e.g., Provision → Activation)
- **Scheduler**Dependency-aware workload placement across clusters
- Telemetry Module
  Centralized metrics and anomaly detection
- 5 Storage (Ceph/ODF)
  Persistent, resilient edge-to-core data handling
- 6 Controllers & Drivers
  Supports NGSI-LD, Open5GS,
  TeraFlowSDN, RAN, Compute

## Key Benefits



#### **Resource Orchestration**

Full lifecycle management with TM Forum APIs



#### **Secure Access**

Controlled, standards-based permissions



#### **Telemetry & Monitoring**

ML-powered anomaly detection



#### **Intelligent Scheduling**

Cluster-aware workload placement



#### **Distributed Storage**

Reliable, persistent data handling with Ceph



#### **Controller Ecosystem**

For IoT, RAN, Mobile Core, and Networks

## Why It Matters

- Bridges physical infrastructure and orchestration platforms
- Enables scalable, programmable control of resources
- Reduces complexity in multi-domain, heterogeneous