



Cyber-Physical Systems

Dept. of Computer Science Research Day
April 11, 2017





Topics

- » Embedded systems design
- » Networked embedded systems design
- » Embedded systems verification
- » Networking systems
- » AI and Robotics





Embedded Systems Design

Nicola Bombieri, Franco Fummi, Graziano Pravadelli, Davide Quaglia





The Emerging IT Scene

>> A continuous of:

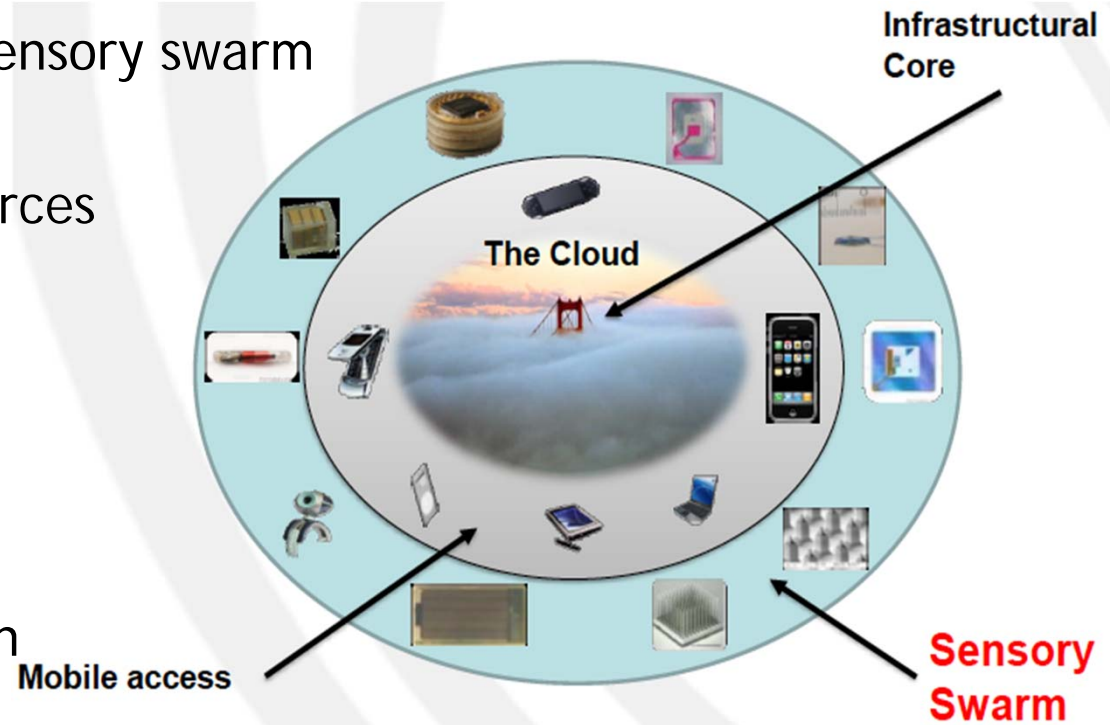
- smart devices: the sensory swarm
- interconnection
- computational resources

>> Open issues:

- Modeling
- Design
- Validation
- Interfaces generation

>> Possible answer:

- Moving design techniques from the single embedded system to the swarm





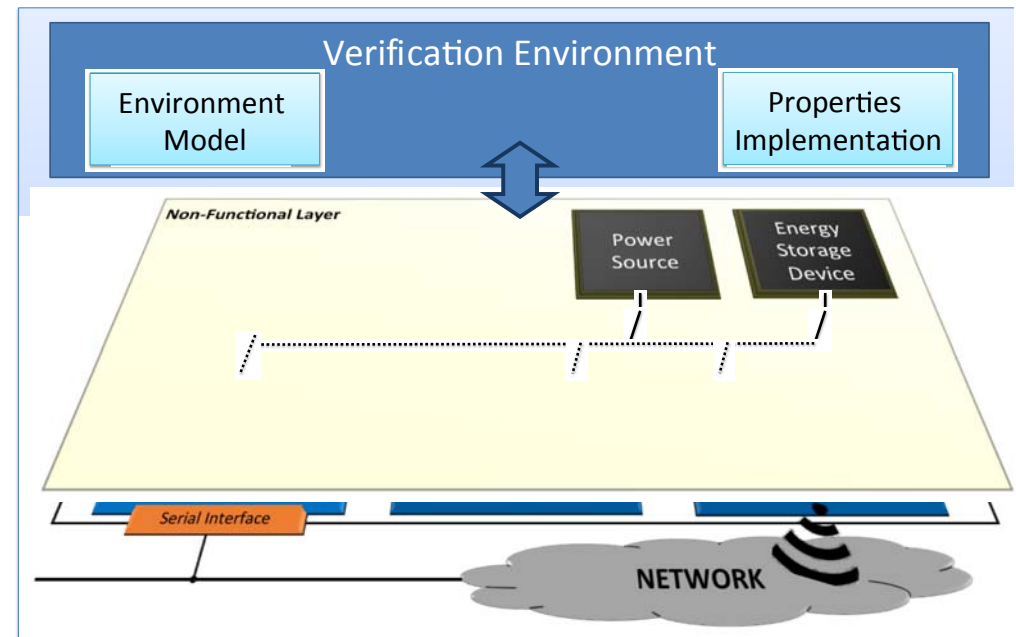
Virtual Platform Composition

» A virtual platform is a simulation model of an actual platform. It is fundamental for:

- concurrent hardware software co-design
- design space exploration
- design validation

» Investigated issues:

- Automatic translation of heterogeneous models into an homogeneous representation
- Fast simulation
- Re-design
- Interfaces generation





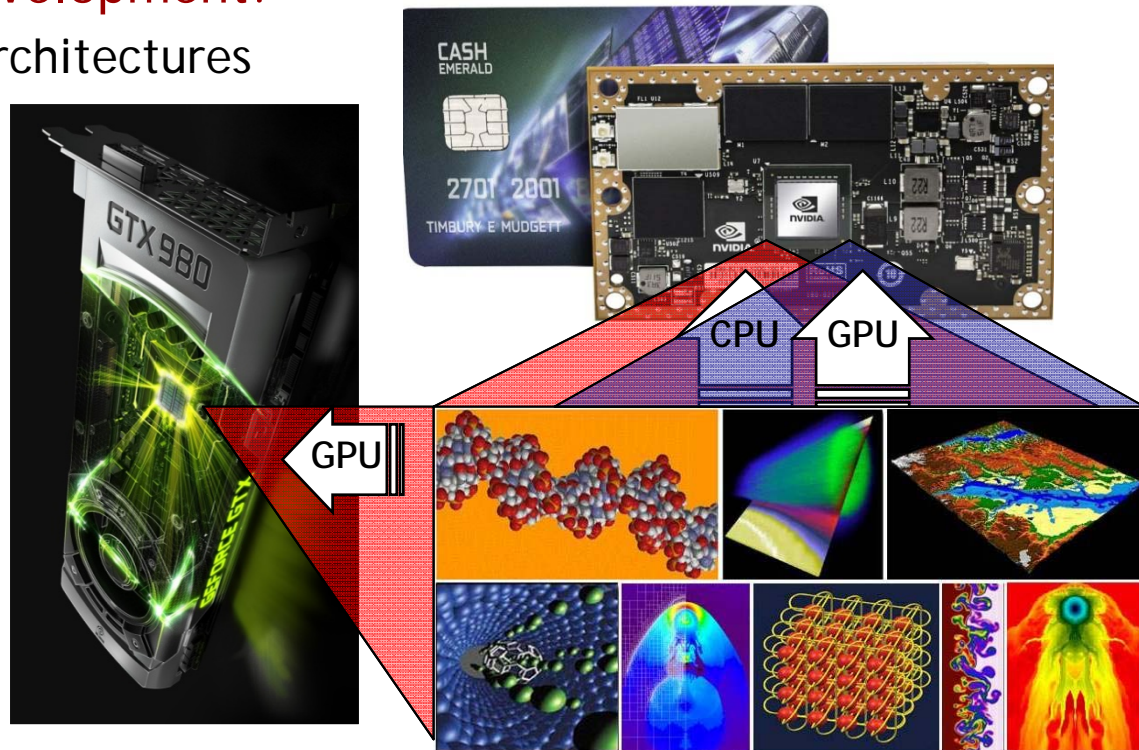
Parallel Embedded Software

» Synergism of parallelism in the algorithm, application program and computer architecture development.

- Parallelism and parallel architectures
 - CUDA, OpenCL, OpenACC
 - OpenMP, MPI
 - Performance analysis
 - Optimization

» Investigated issues:

- GPU programming
- Heterogeneous CPU-GPU architectures
- Power-aware performance tuning



Large Related EU Projects

- » **ANGEL**
 - mobile gateway for sensors network
- » **VERTIGO**
 - HW formal verification
- » **COCONUT**
 - embedded systems design and verification
- » **C4C**
 - control for coordination of distributed systems
- » **TOUCHMORE**
 - correct software generation for multicore platform
- » **COMPLEX**
 - codesign and power management in PPlatform-based design
- » **SMAC**
 - smart components and Smart Systems integration
- » **CONTREX**
 - design of embedded mixed-criticality control systems





Networked embedded systems design

Franco Fummi, Davide Quaglia, Damiano Carra





Networked Embedded Systems

Networked embedded systems (NES) are small, intelligent, embedded systems able to communicate each other and with Internet

Key terms

- Internet of Things
- Machine-to-machine
- Smart systems

Miniature 9-Axis Inertial Module with 32-bit Processing Unit

MEMS leader unveils a compact 9 degrees-of-freedom motion-sensing module with powerful processing capabilities



INEMO-M1





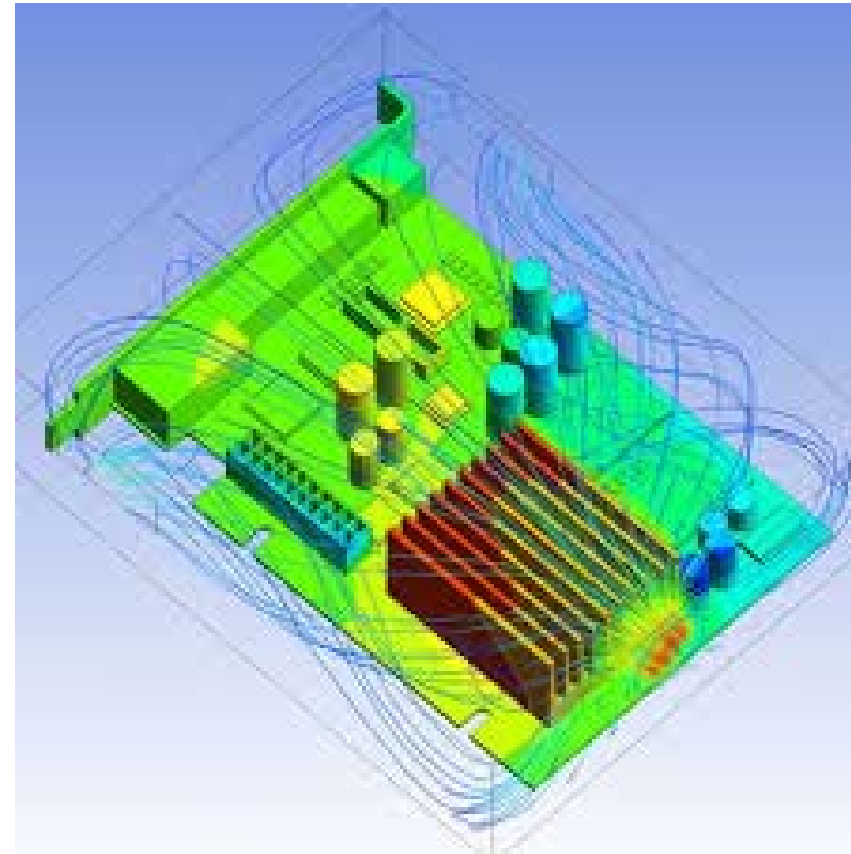
Modeling & Simulation of NES

» This research topic regards the creation of **models and simulation of**

- Digital hardware
- Network (e.g., WiFi)
- Analogue hardware
- MEMS
- Physical components belonging to several domains: mechanical, thermal, optical, etc.

» **Languages**

- UML
- SystemC

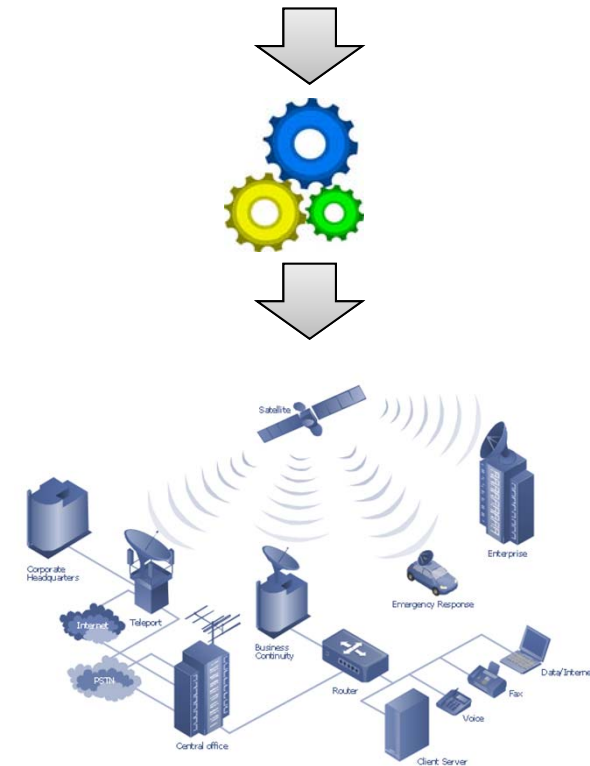




Network synthesis

- ❑ Automatic methodology to design the network infrastructure
 - Topology
 - Nodes (number, type)
 - Channel types
 - Protocols
- ❑ Needed to address the challenging size of future's networks
- ❑ Optimal allocation of resources with respect to given metrics (e.g., cost, bandwidth, delay, robustness)

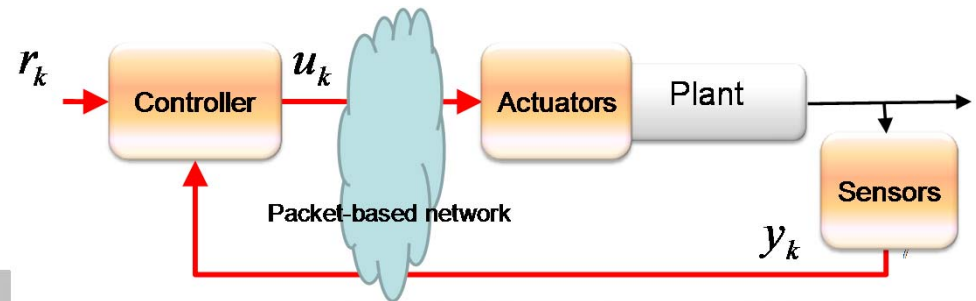
Application requirements





Design and Verification of Networked Control Systems

- » Physical systems controlled through a packet-based network
- » Applications
 - Tele-operation
 - Automotive
- » Joint design of the controller and of the network
- » Security concerns

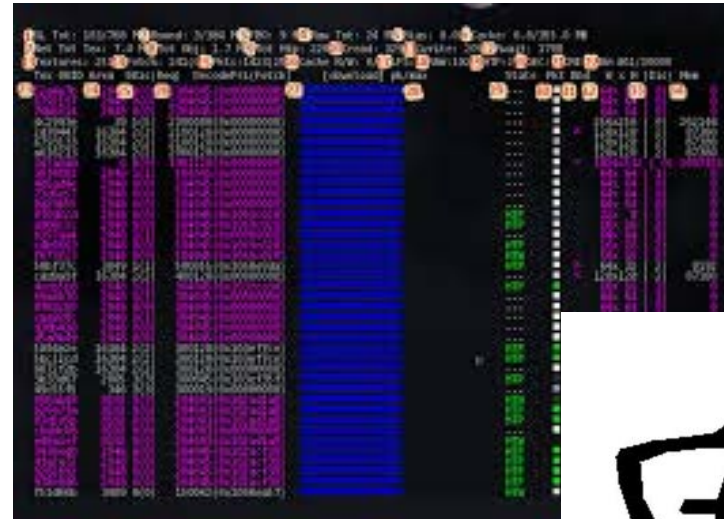




Verification of network software

- ☐ Many network aspects are implemented as software
 - Protocols
 - Software-defined radio
 - Software-defined network
 - Network function virtualization

- ☐ Automatic verification of network-related SW implementation through observation of
 - Simulation traces
 - Actual behavior





Embedded Systems Verification

Franco Fummi, Graziano Pravadelli, Tiziano Villa

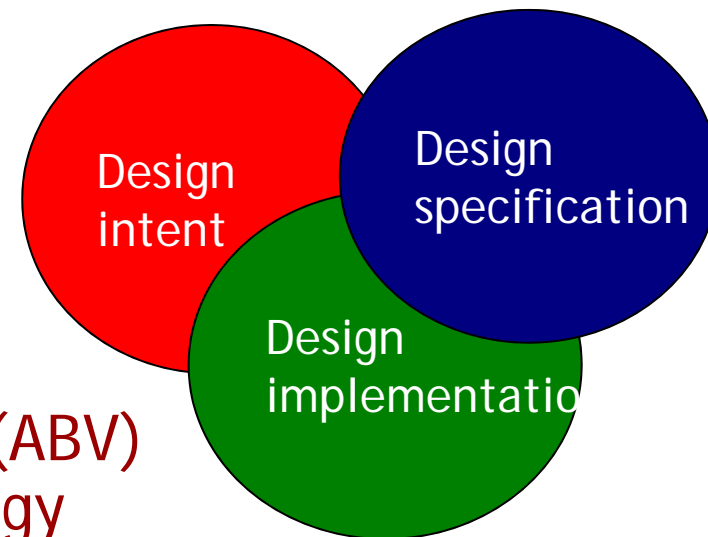




Verification: why?

» **(Functional) verification** is the process of determining that the intent of the designer has been correctly implemented and is preserved during the implementation process

- Does my specification really match my intent?
- Does my implementation really match my specs?



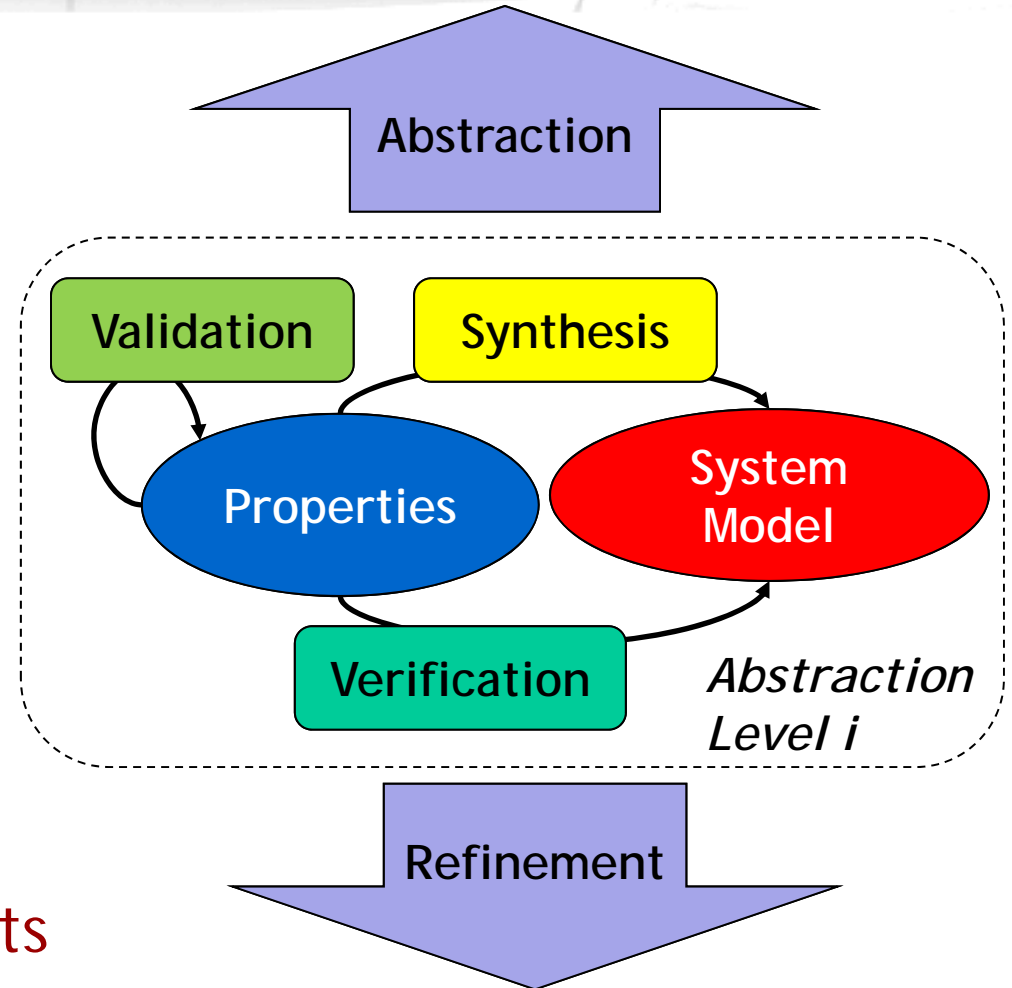
» **Assertion Based Verification (ABV)** provides a unified methodology for unambiguously specifying and verifying design intents by using formal specifications





Verification: where?

- » Design is a continuous mix of verification, refinement and abstraction
- » Verification should not be only a post-refinement step, but it should guide the design with some correct-by-construction refinements





Spatial assertions: challenges

- ❑ Deal with approximation error in a formally sound way
- ❑ Control of approximation error, especially when non-determinism is considered
- ❑ Efficient representation of space regions, due to a significant impact of dimensionality
- ❑ Effective convergence for infinite-time reachability calculus
- ❑ Combine different approaches to different classes of dynamics





Temporal assertions: challenges

- » Automatic generation of assertions
- » Automatic abstraction and refinement (reuse) of assertions at different levels (ESL, TLM, RTL)
- » Evaluation of the quality of assertions
- » Verification of assertions taking care of:
 - dynamic vs. static approaches
 - discrete vs. continuous domains
 - real time constraints
- » Non only in the functional domain (power, timing, ...)





Networking systems

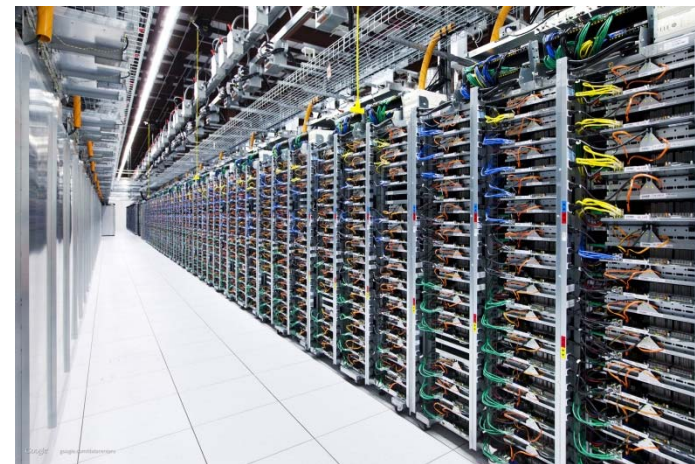
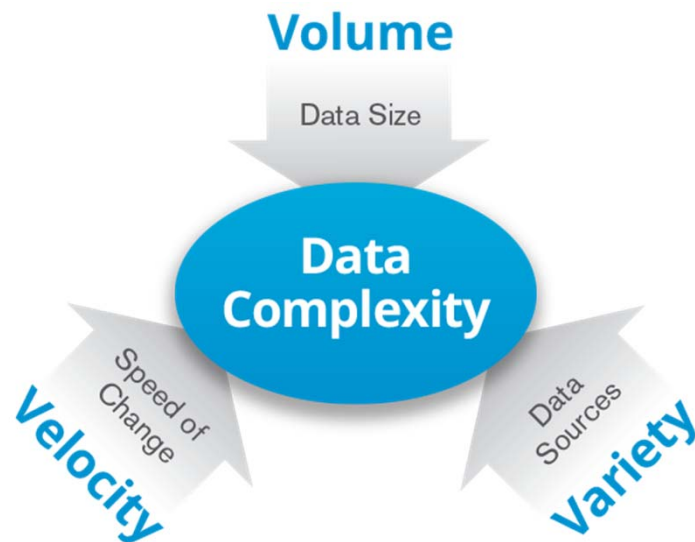
Damiano Carra, Franco Fummi, Davide Quaglia





Data-intensive Computing

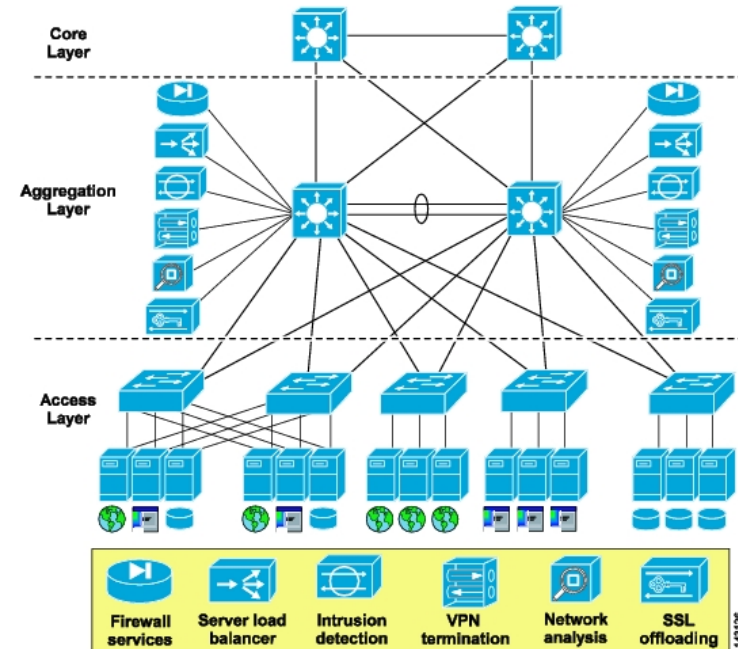
- ▣ The increasing size of available data requires new systems able to process it
 - The datacenter as a computer





Datacenter Networking

- » Networking inside a datacenter plays a crucial role
- » Key problems
 - All-to-all communication
 - Available end-to-end bandwidth
 - Delay





AI and Robotics

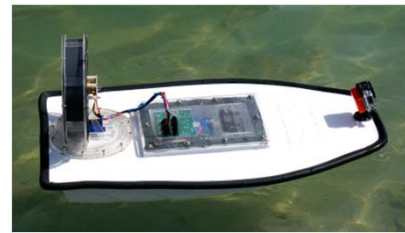
Alessandro Farinelli, Riccardo Muradore, Paolo Fiorini, Andrea Calanca



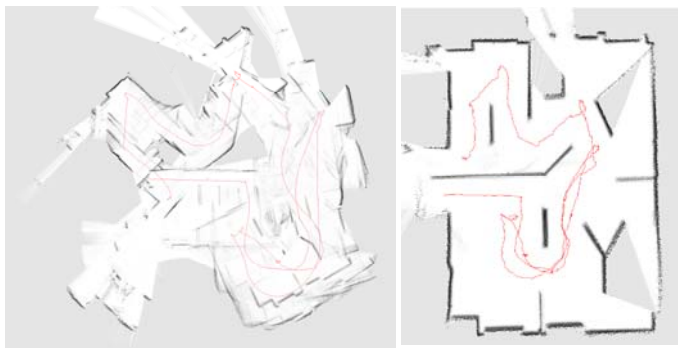


AI and Robotics

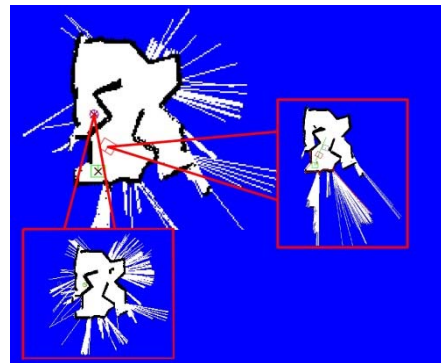
Algorithms for intelligent robots and multi-robot systems



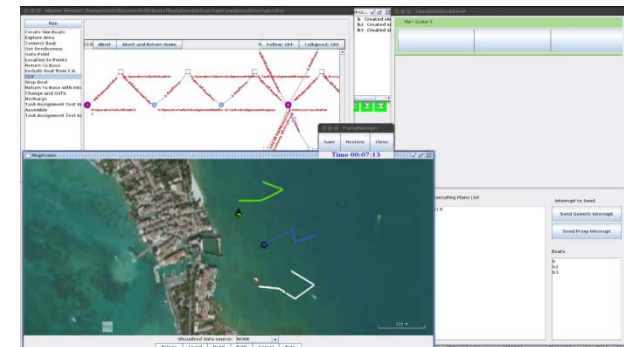
Noisy perception



Distributed knowledge

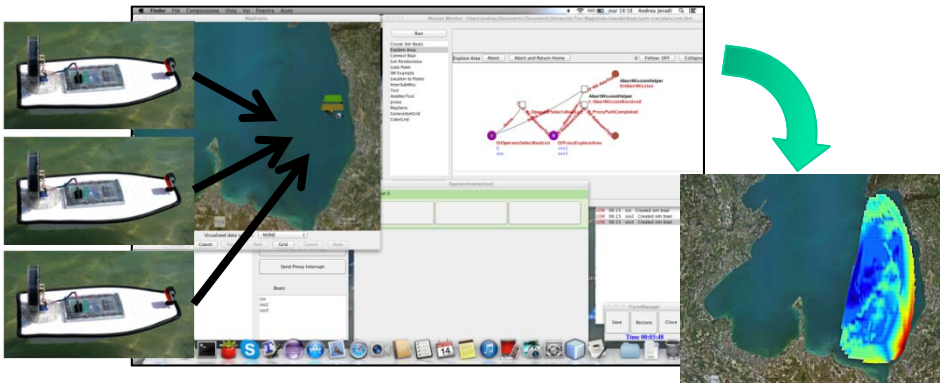


Interacting with humans





AI and Robotics

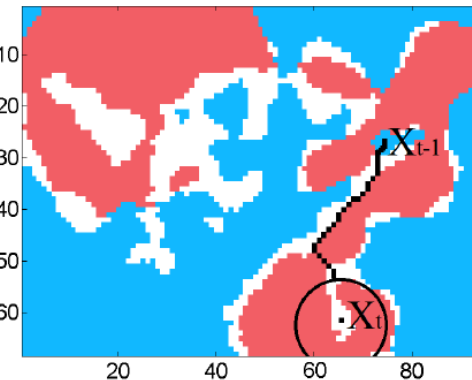
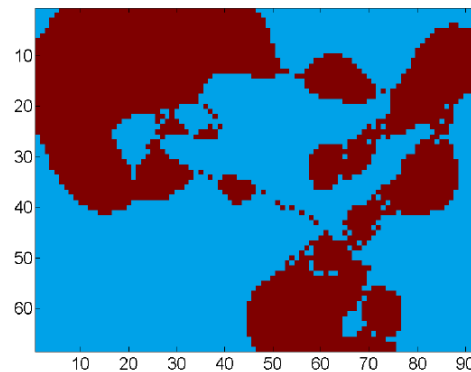


Environmental monitoring
(INTCATCH H2020)

Collaborations:
CMU (US), Univ. Sapienza (Italy)



Formal methods for team level control



Informative paths for classifications





Robotics@Altair Lab

» Lab. Altair

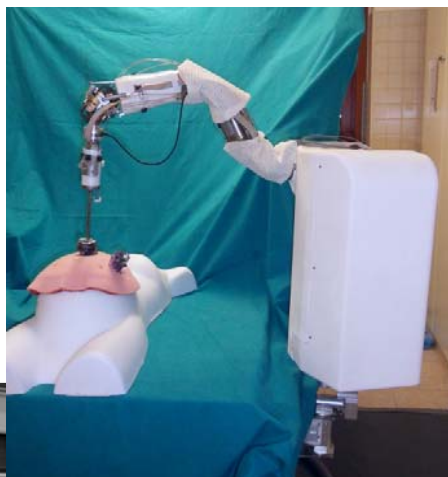
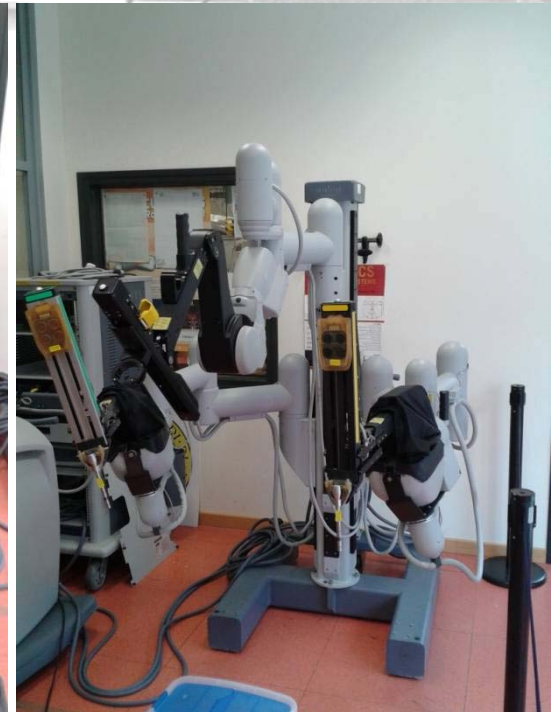
- CV2 piano -2
- Windows, Linux
- Mobile robots
- Fixed robots
- Sensors
- Haptic devices
- Tracking devices
- UltraSound machine
- da Vinci surgical robot





Robotic Surgery

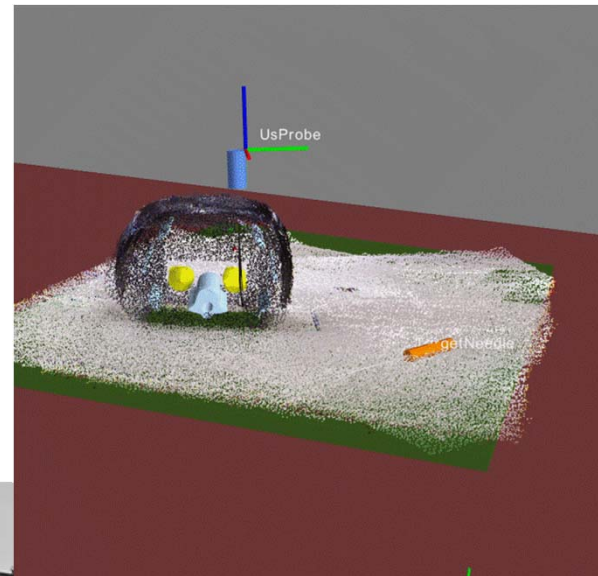
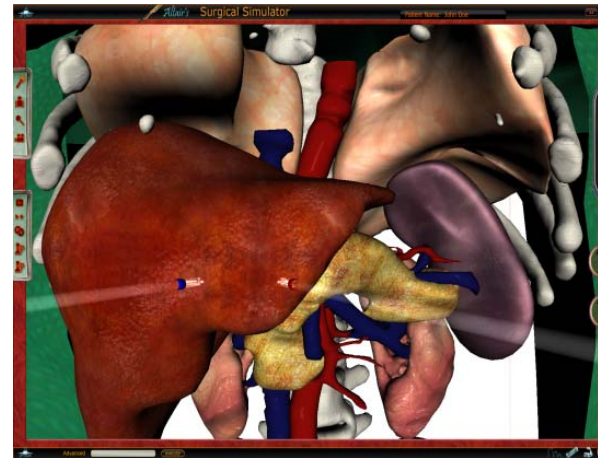
- Robotic Surgery
 - Patient safety
 - Surgeon training
 - Automatic task execution
 - Robot control
 - Sensor data fusion





Organ modelling

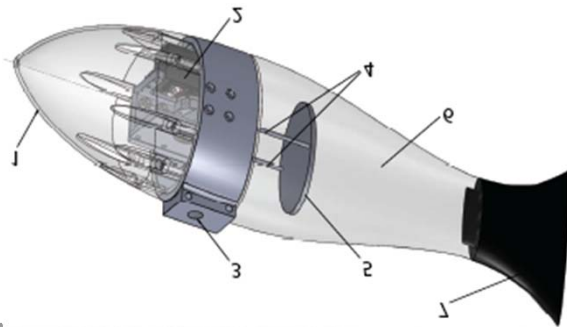
- Organ modelling
 - Medical image analysis
 - Organ property measure
 - Virtual organ development
 - Deformable model analysis
 - Organ registration





Rehabilitation and Bio-inspired

- Rehabilitation
- Bio-inspired robots
 - Morphological computing
 - Flow image analysis
 - Biological experiments
 - Computational fluid dynamics





Research areas

- Teaching with Robots
 - Mobile robots
 - Drones





EU Projects

- » **MEDICATE (FP5)** The control of prescribed medications
- » **XPERO (FP6)** Robot learning by exploration
- » **ROSTA (FP7)** Robotic standards
- » **ACCUROBAS (FP7)** Accurate robotic assistant
- » **SAFROS (FP7)** Patient safety in robotic surgery
- » **ISUR (FP7)** Intelligent surgical robotics
- » **EUROSURGE (FP7)** European robotic surgery
- » **EDUFILL (FP7)** Robotic teaching
- » **ROBIOPSY (Italy-USA cooperation)** Robotic Prostate Biopsy
- » **MURAB (H2020)** MRI and Ultrasound Robotic Assisted Biopsy
- » **INTCATCH (H2020)** Teams of intelligent robots for water monitoring

