

Feasibility of a multi-tier Cyber Physical System as a Self-Aware Entity

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Self-Awareness of man made devices

- “Wise-man” puzzle test – passed by Nano-robots in 2015
 - Robot must know the rules of the game
 - Robot has feedback about its own actions through environment
 - Robot knows it is a separate entity from the other robots
- Typically
 - No idea what game is going on (“What the heck is going on”?)
 - No idea what feedback might come from the environment
 - No idea how to recognize other equal/peer entities

Systems have to learn

- behavioural pattern of the environment
- feedback to own routine actions

Nature

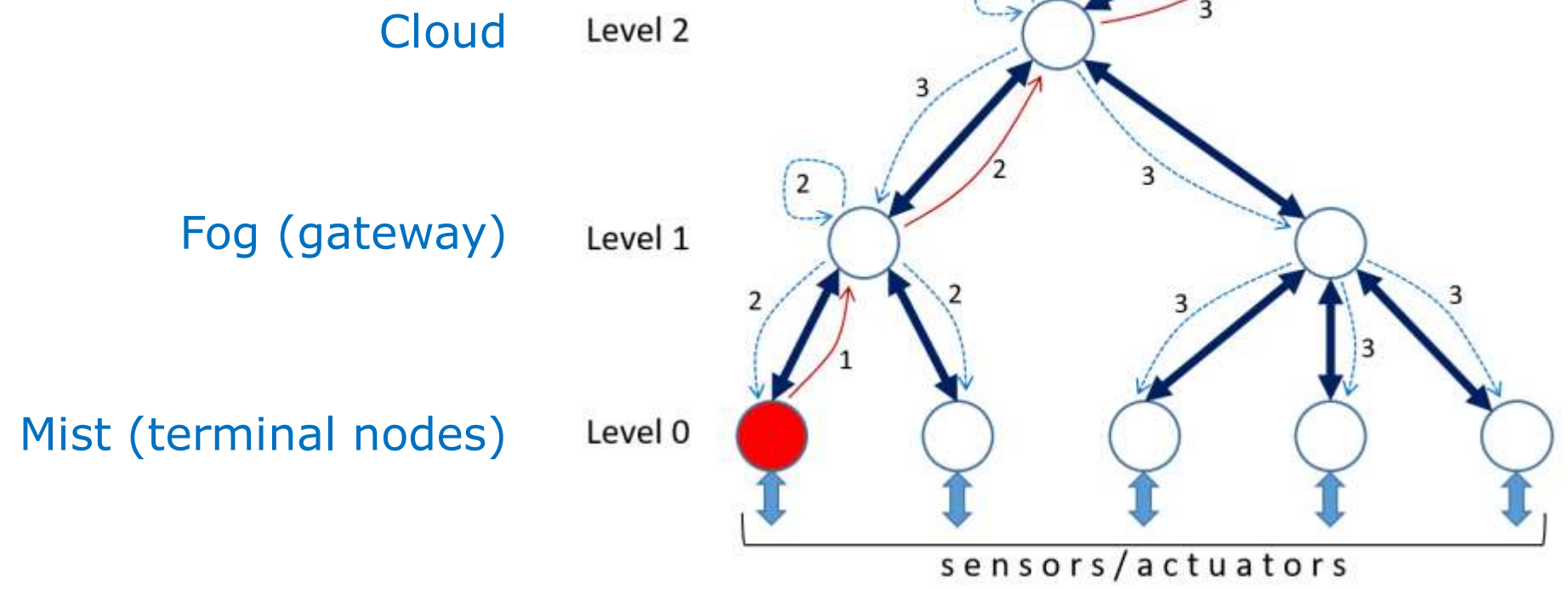
- | | # of neurons |
|---|--------------|
| • Simplest roundworm | 300 |
| • Fruit fly (Drosophila): <ul style="list-style-type: none">• http://fruitflybrain.org | ~150,000 |
| • Ant | ~250,000 |
| • Honey bee | ~960,000 |
| • Cockroach | ~1,000,000 |



[https://en.wikipedia.org/wiki/List_of_animals_by_number_of_neurons]



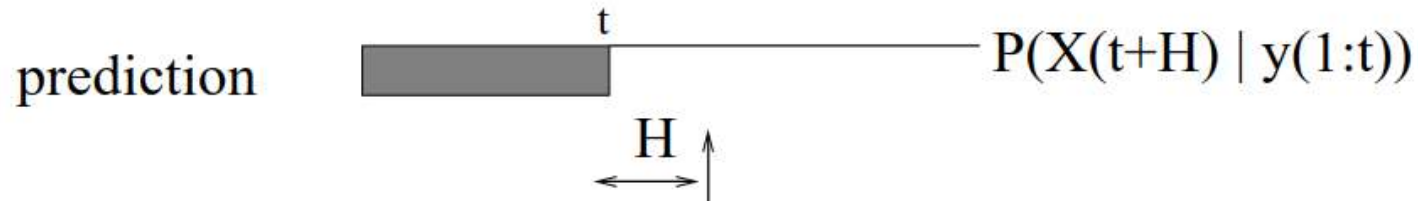
Hierarchical approach of Self-Awareness



Learning at terminal node level

Ability to learn and predict probability of a distinct event in time

- Dynamic Bayesian Networks (DBN) – prediction the event at H



- DBN has (may have) exponentially fewer parameters than corresponding HMM and is (may be) faster - $O(T)$ instead of $O(T^3)$, where T is the length of the sequence [Kevin Murphy, DBN, 2002]

Predict → Compare → Alert or Pass
→ Learn/Adapt



Learning at middle layer (fog) level

adaptive and/or reflective systems based on

- e.g. Hierarchical Temporal Memory - machine intelligence based upon the biology of the neocortex (numenta.com)
 - Spatial (SP) and Temporal Pooling (TP)
 - Sparse Distributed Representation (SDR)
 - Unsupervised Real-Time Anomaly Detection for Streaming Data
 - Typical implementation of HTM might need hundreds of MB of RAM
- Processing resources required:
 - GB magnitude of RAM + non-volatile backup for learned model of the environment
 - Successful deployment of HTM on Odroid (2GB of RAM, fast eMMC Flash)
 - Successful run of HTM Spatial Pooler on a ZYNQ-7020 SoC platform, resulting >five times of speedup compared to i7 based PC. The memory intensive input address generation can be outsmarted using LFSR [M.Kernel K.Tammemäe 2017].

MistBot – an edge node

MistBot:

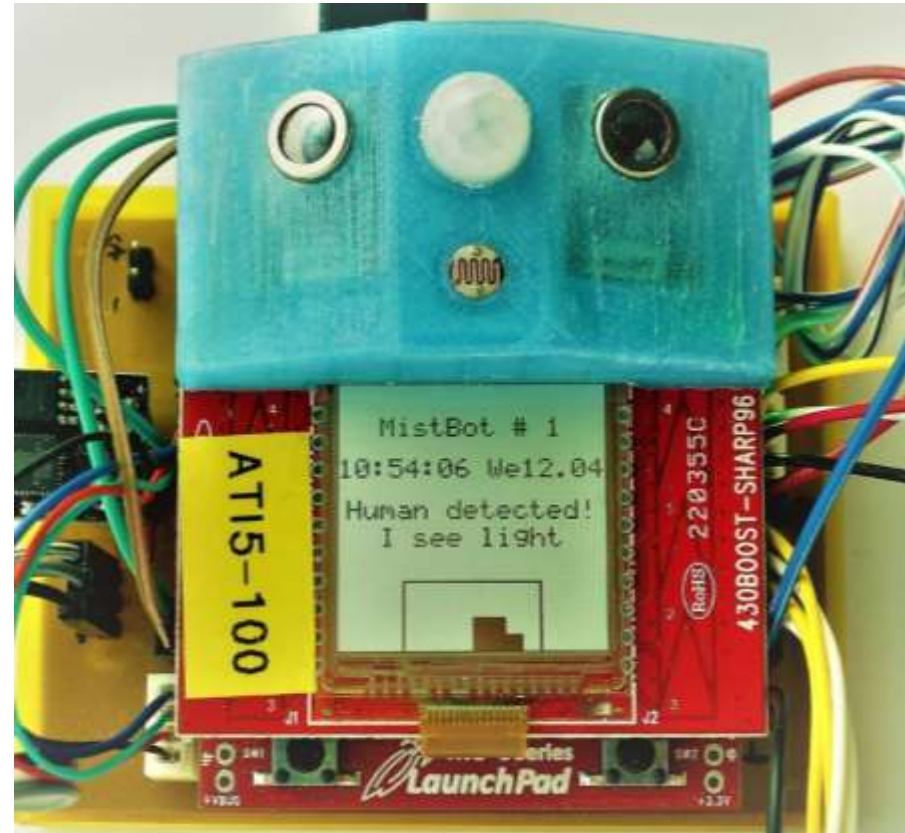
Based on TI TM4C123GXL LaunchPad (ARM Cortex-M4 microcontroller).

Inputs:

- Two Omron MEMS Thermal sensors D6T-44L
- PIR sensor
- Photo resistor (light sensor)
- RTC (DS1307)
- Pushbuttons, microswitch joystick for UI

Outputs:

- Serial interface (USB)
- WiFi ESP8266
- HCI: RGB LED (visual feedback)
- HCI: Mini speaker (audio alert and feedback)
- LCD module 430BOOST-SHARP96
- CMOS switches to control power of sensors
- Service quality history indicator



Predicting activity

Feedback over environment:

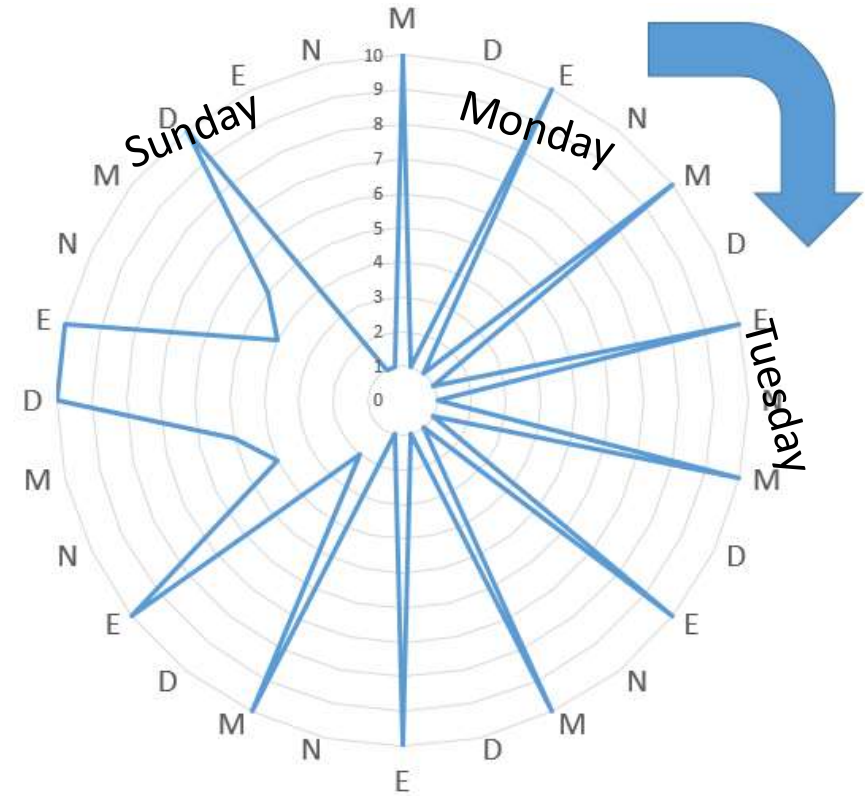
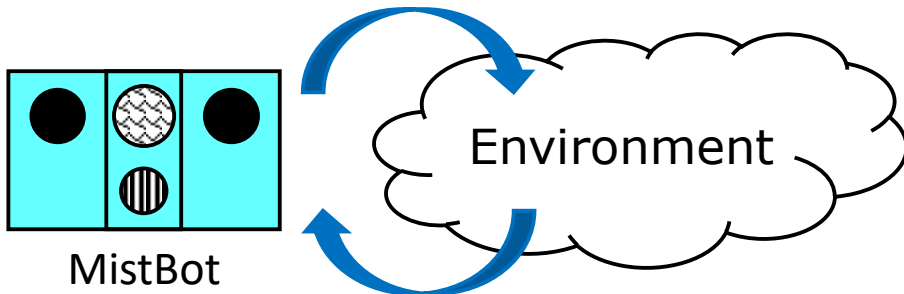
Action1: Alert

Reaction1: Alert noticed (button pressed)

Action2: Informing Master or peer

Reaction2: Reception of information confirmed

Is it enough to learn feedback about own actions through environment?



Hypothetical weekly activity (seen at home) of a working person. (M – morning, D – day, E – evening, N – night)



Self-awareness

Set of required properties: Semantic Interpretation, Desirability Scale, Semantic Attribution, History of Property, Goals, The Purpose, Expectations on Environment, Expectation on Subject, Inspect Engine ... [N.Dutt et. al. Self-Aware CPS-on-Chip, 2016]

Directly observable self-properties:

- Power consumption (current)
- Battery voltage
- Temperature

Derived self-properties:

- Sensor signal quality
- Communication quality
- Service quality (e.g. number of system failures-resets)



Predicting human behaviour by CPS

- Eventually, every plane will come down
 - Except it is solar powered
 - Except it is piloted by Steve Fossett (record 76 hours non-refuel), etc.
- MIT study in 2015: Data Science Machine – algorithm, which can predict human behavior better than humans*
 - [James Max Kanter and Kalyan Veeramachaneni, “Deep Feature Synthesis:Towards Automating Data Science Endeavors”, ©2015 IEEE]
- ... so, don't give up with CPS's – they can made predictions too
- Added value of a multitier hierarchical CPS:
 - Dynamic Power Management**
 - Node activeness depends of **attention** presence and distribution in the system, defining active communication paths and processing need. I.e. proper performance with a minimum energy/cost



Following steps

1. Fog-level node HW/SW design and the whole system assembly
 2. Living lab experiments and data collection
 3. Data analysis, methodology/approach formalization
 4. System refinement and partial re-run of experiments
- Research paper(s) and cooperation

Thanks!