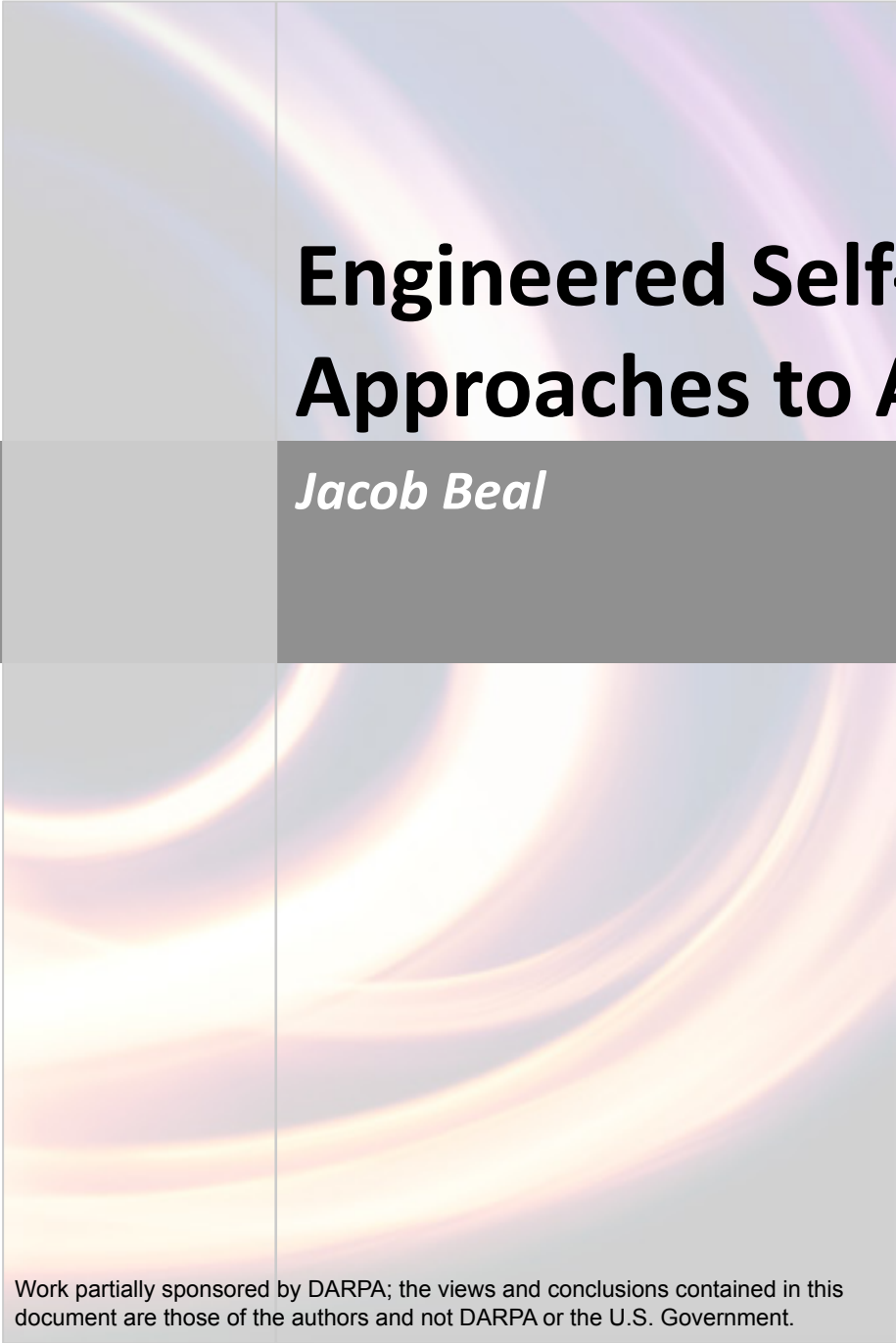




Engineered Self-Organization Approaches to Adaptive Design

Jacob Beal

Conference on Through-
Life Engineering Services

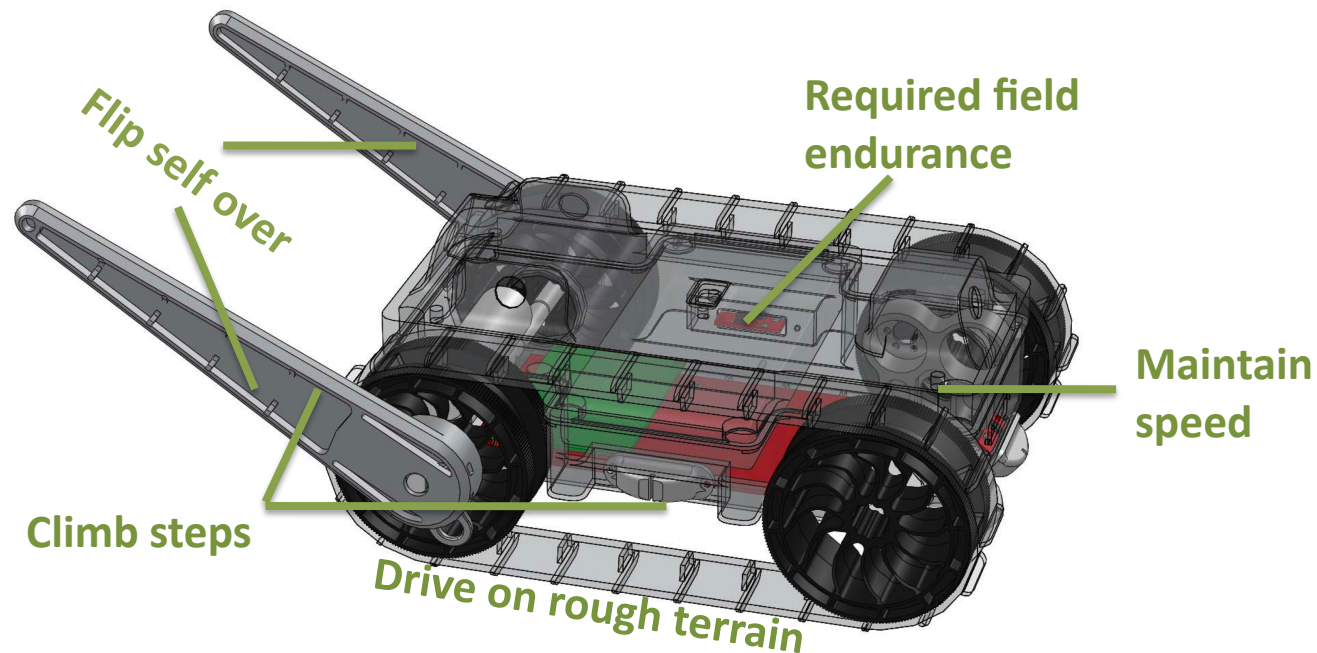
Nov 5-6th, 2012

Raytheon
BBN Technologies

Work partially sponsored by DARPA; the views and conclusions contained in this document are those of the authors and not DARPA or the U.S. Government.

Design: Explicit → Implicit

Design fragility from “compiled away” assumptions...



... can be mitigated by autonomous, ongoing integration

Maintenance as a side-effect of normal operation
Self-organization phenomena are useful building blocks!

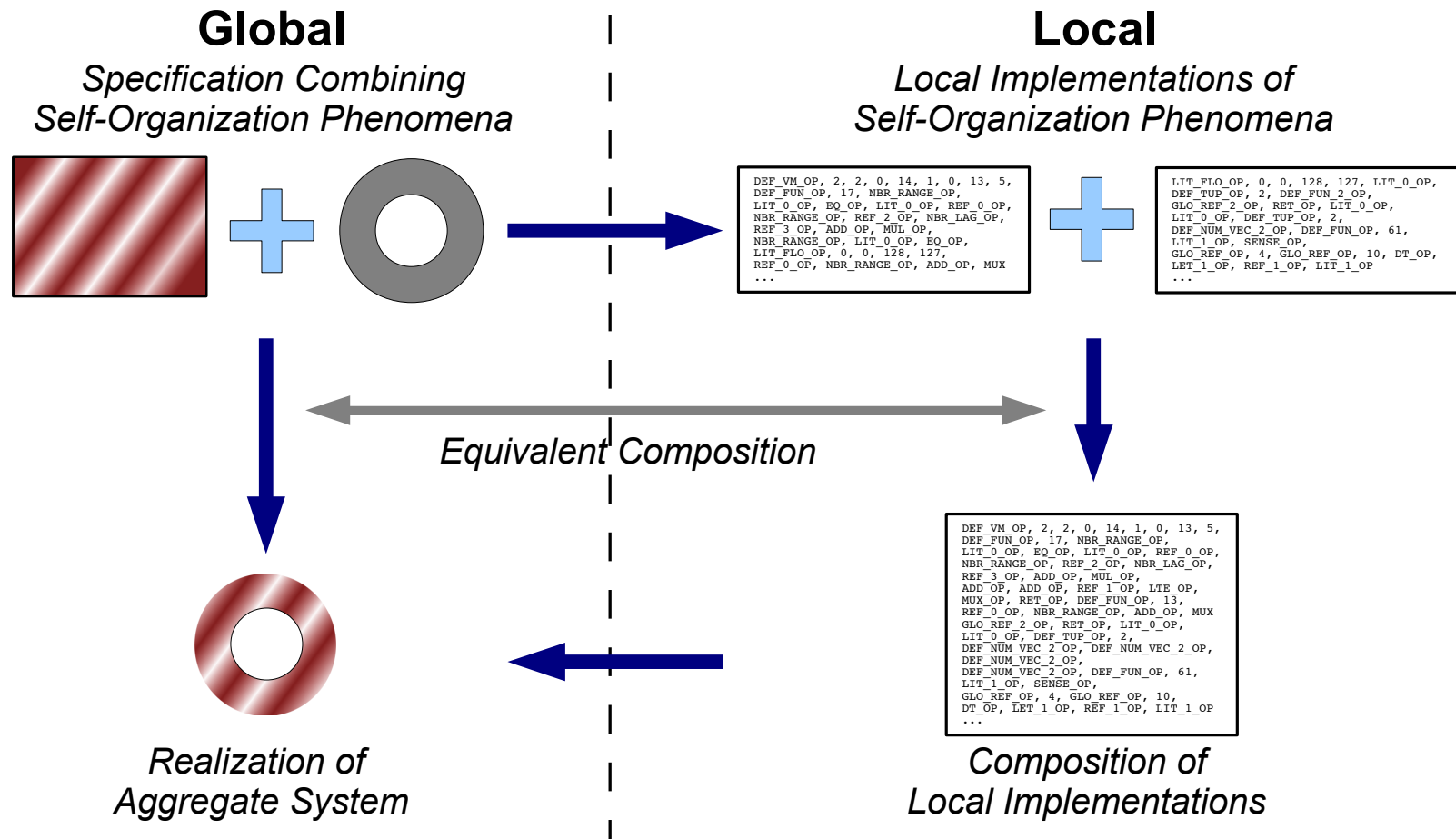
Outline

- Engineered Self-Organization
- Three techniques:
 - Networks as manifolds
 - Stochastic coordination
 - Functional blueprints
- Summary & Future outlook

Definitions:

- **Self-Organization** is aggregate structure or behavior that arises from local interactions
“local-to-global” solutions
- **Engineered Self-Organization** is design that predictably leads to specified self-organization

Key: Equivalent Composition Models



Value: only specify aggregate behavior, details autonomously set at runtime

Cost: initial design harder, extra overhead, **NO SILVER BULLET**

Outline

- Engineered Self-Organization
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 - **Networks as manifolds**
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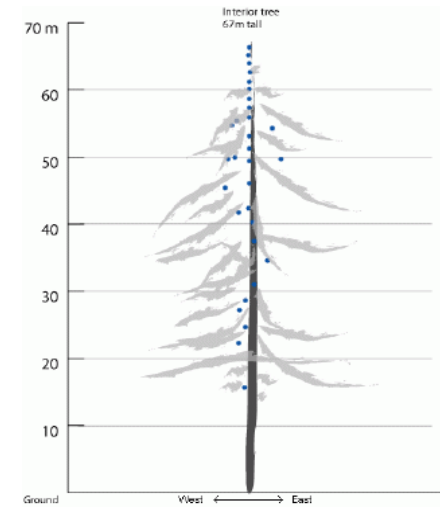
Spatial Computers



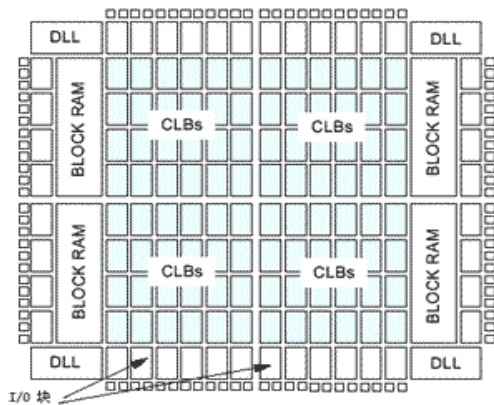
Robot Swarms



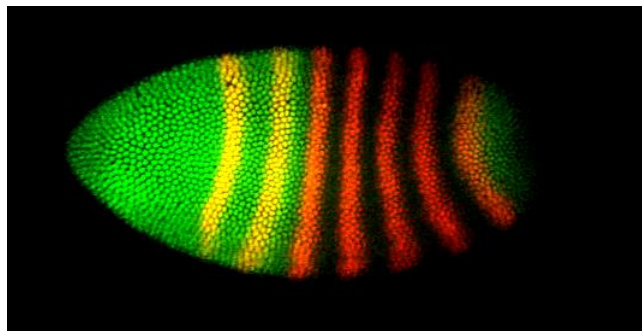
Biological Computing



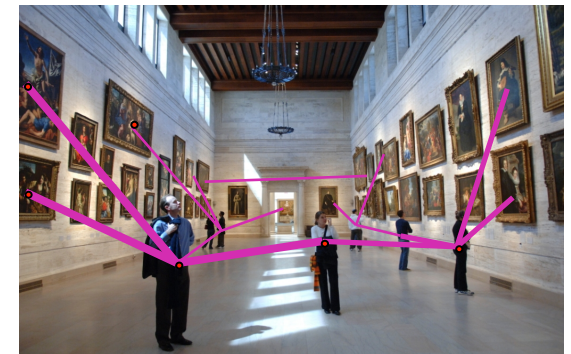
Sensor Networks



Reconfigurable Computing



Cells during Morphogenesis



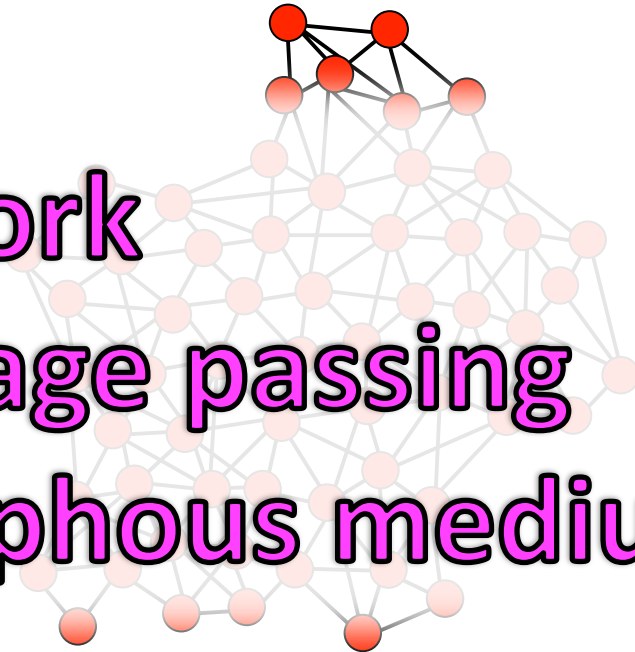
Pervasive Computing

Amorphous Medium



- Continuous space & time
- Infinite number of devices
- See neighbors' past state

network
message passing
amorphous medium

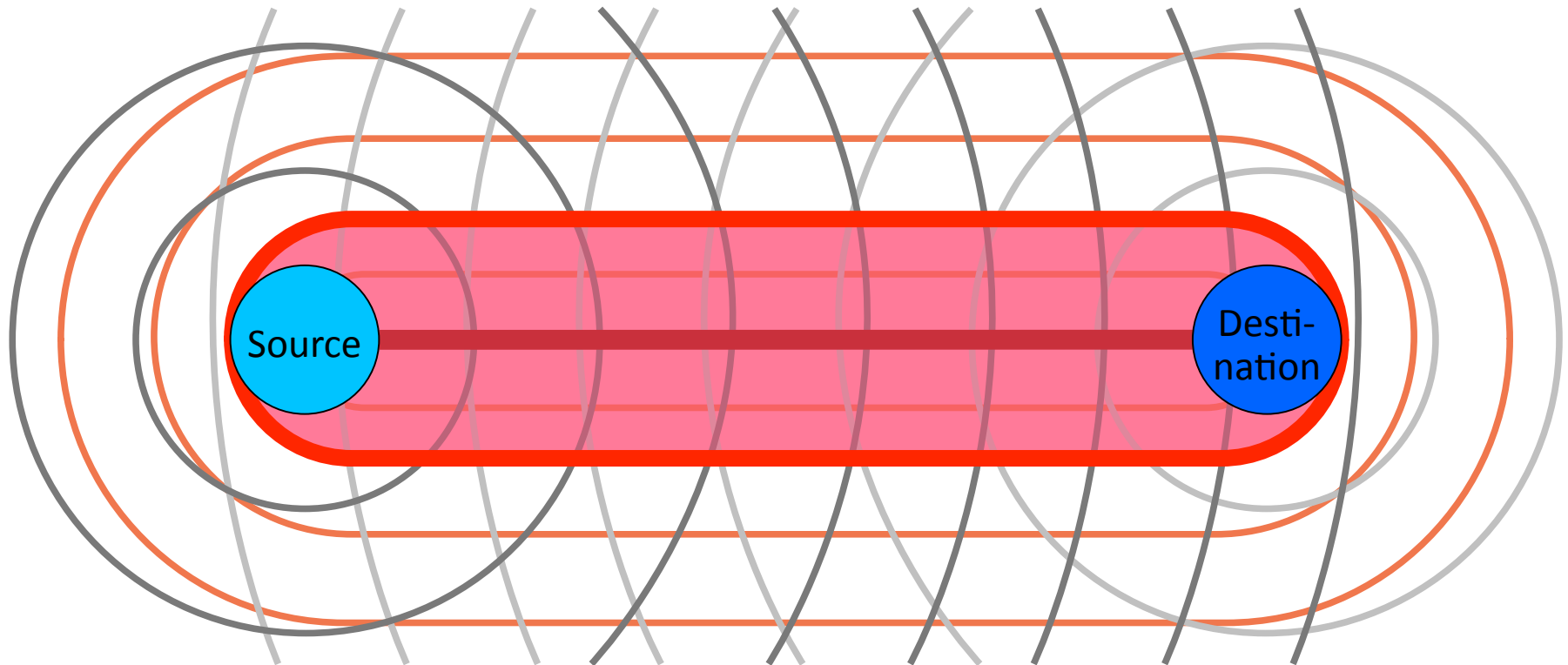


- Approximate with:
- Discrete network of devices
 - Signals transmit state

Example: Mesh-Network Cell Phones

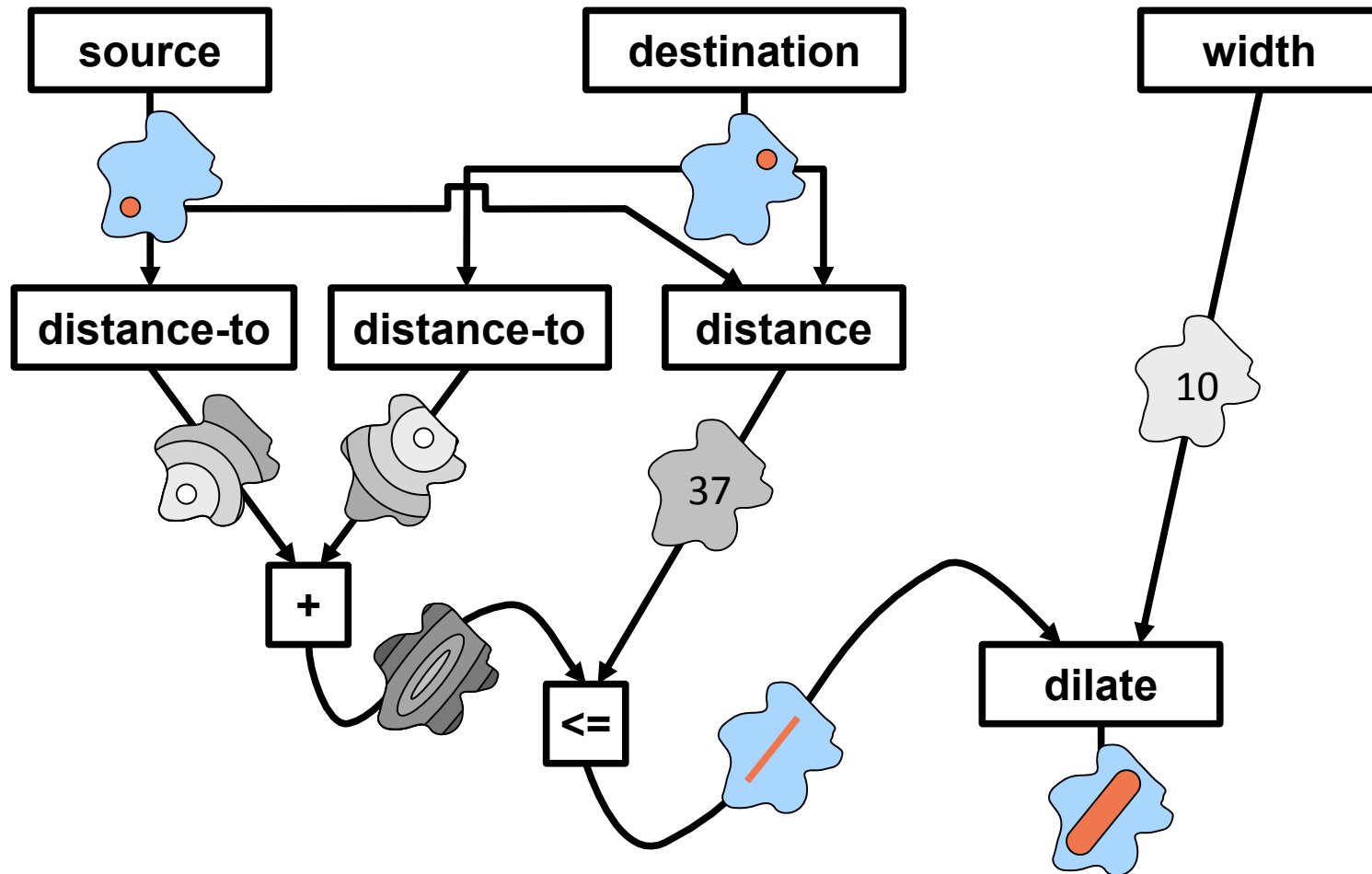


Geometric Program: Channel



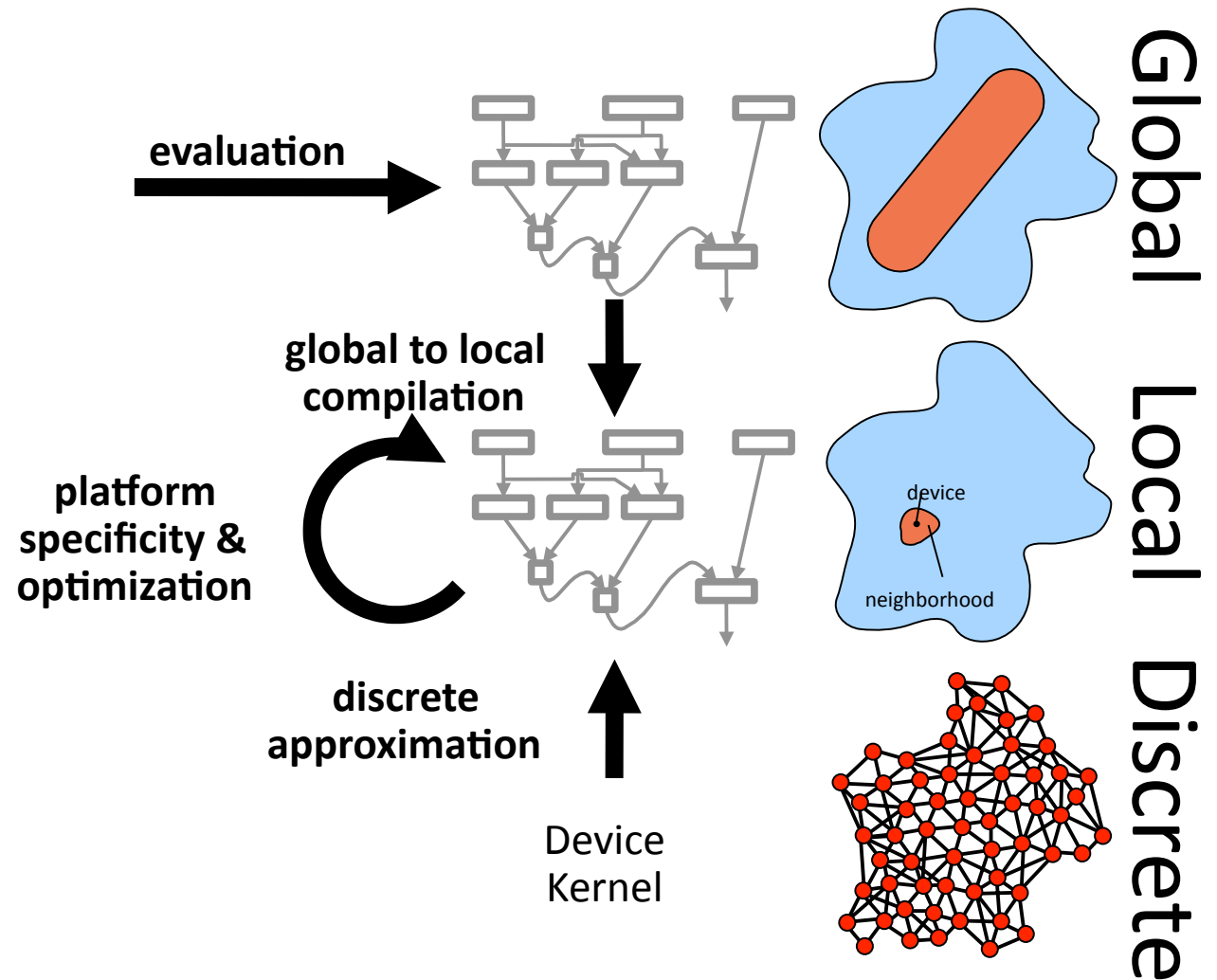
(cf. Butera '02)

Computing with fields

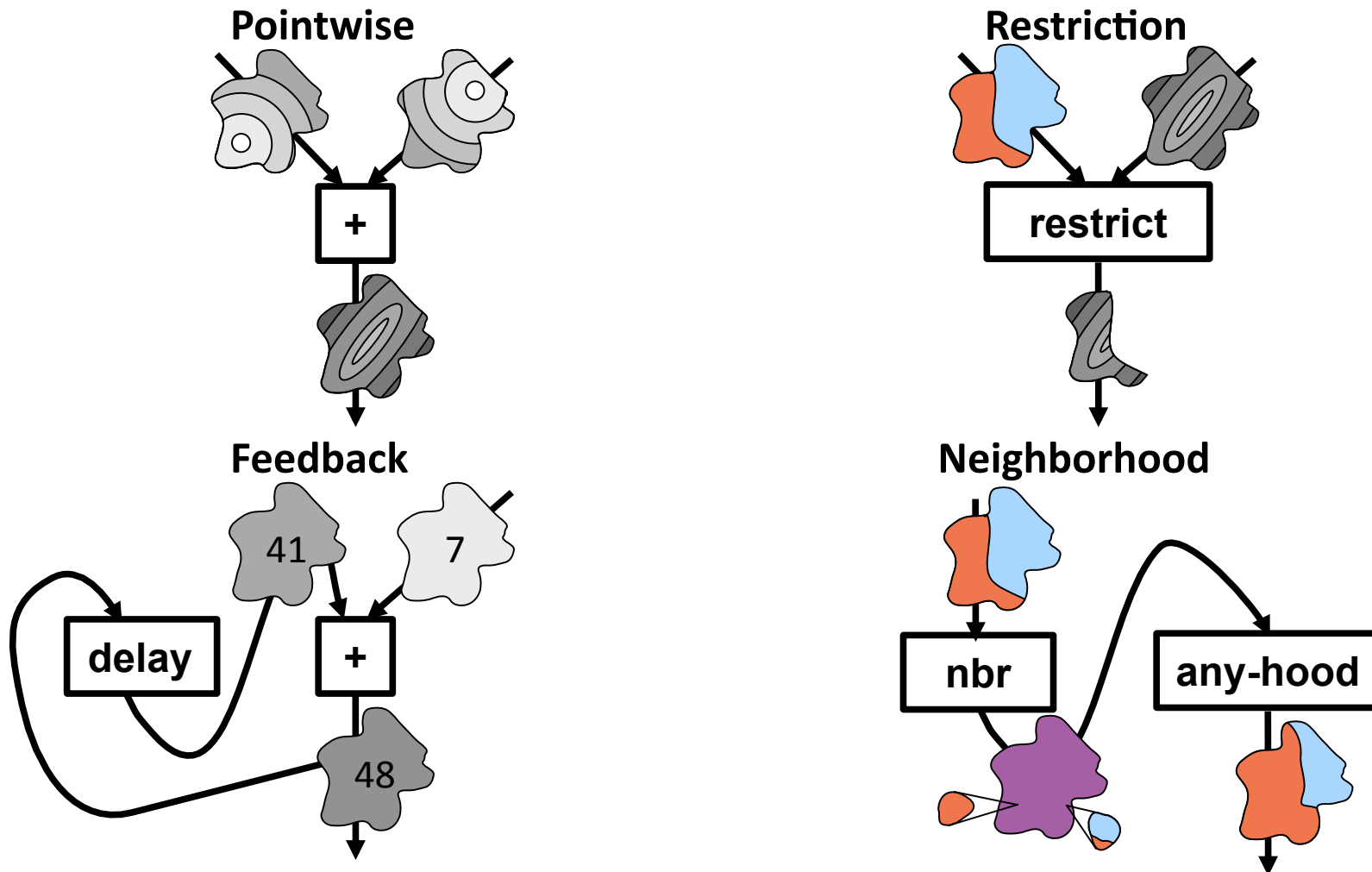


Proto

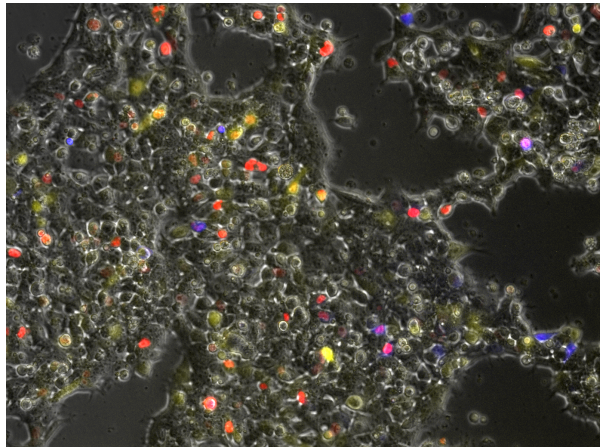
```
(def gradient (src) ...)
(def distance (src dst) ...)
(def dilate (src n)
  (<= (gradient src) n))
(def channel (src dst width)
  (let* ((d (distance src dst))
        (trail (<= (+ (gradient src)
                       (gradient dst))
                    d)))
    (dilate trail width)))
```



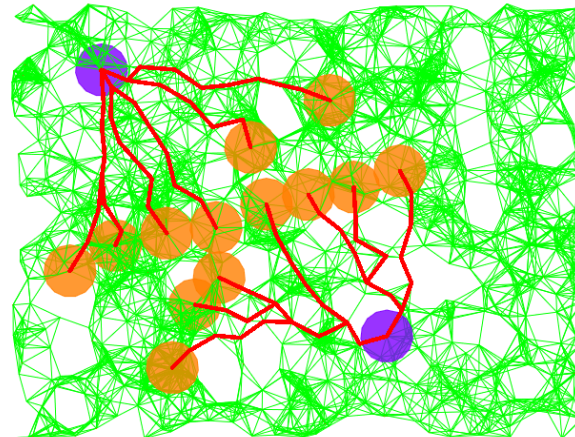
Proto's Families of Primitives



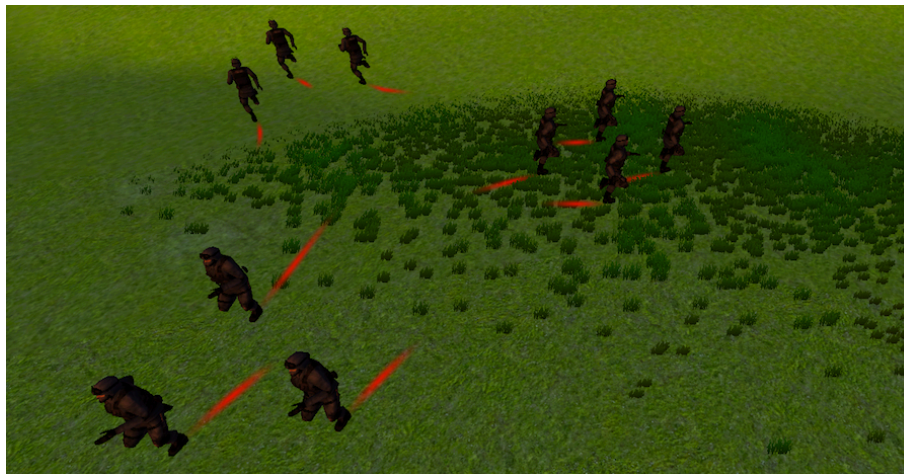
Example Applications



Synthetic Biology



Decentralized publish/subscribe



Agent-based tactical simulation



Swarm search and rescue

[Beal et. al., ACS Syn.Bio. 2012] [Usbeck & Beal, AGERE 2011]
[Beal, Usbeck & Krisler, SCW 2012] [Bachrach, Beal & McLurkin, NCA 2010]

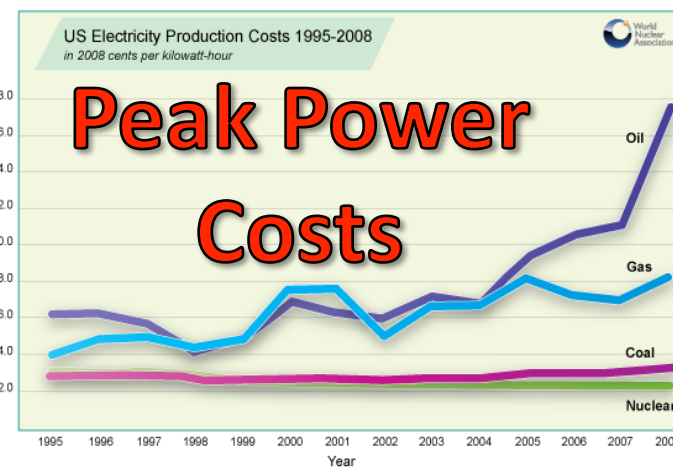
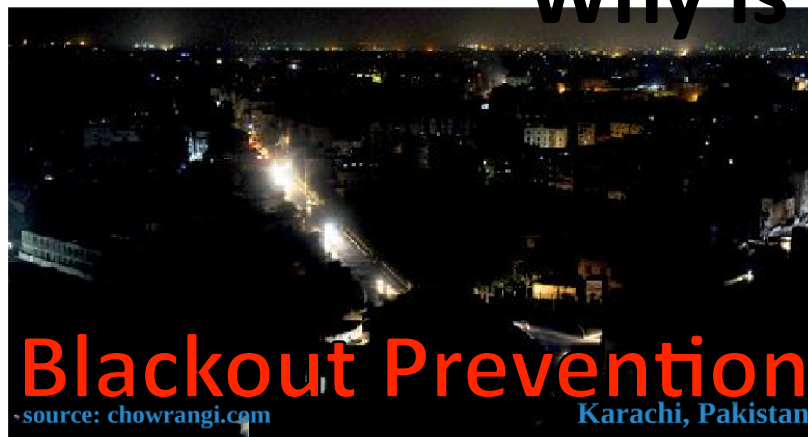
Outline

- Engineered Self-Organization
- Three techniques:
 - Networks as manifolds
 - **Stochastic coordination**
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Problem: Energy Demand Response



Why is DR important?



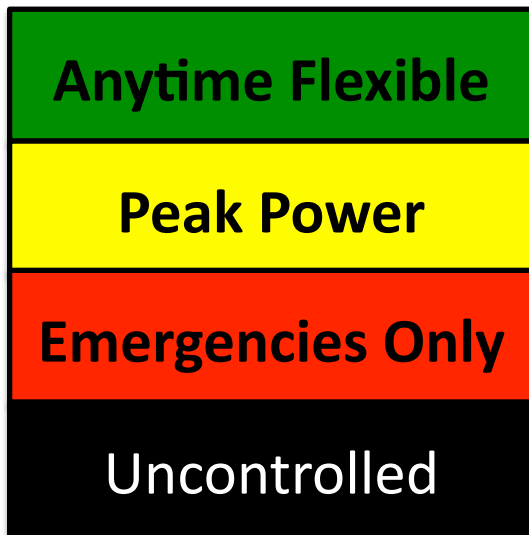
Inefficiency of Demand vs. Intention

- Demand/supply mismatch is extremely costly
 - \$ billions to utilities, local governments
- Consumers dramatically reduce demand when:
 - ... aware of actual appliance energy use
 - ... informed about neighbors' energy use
 - ... aware of stress on power grid

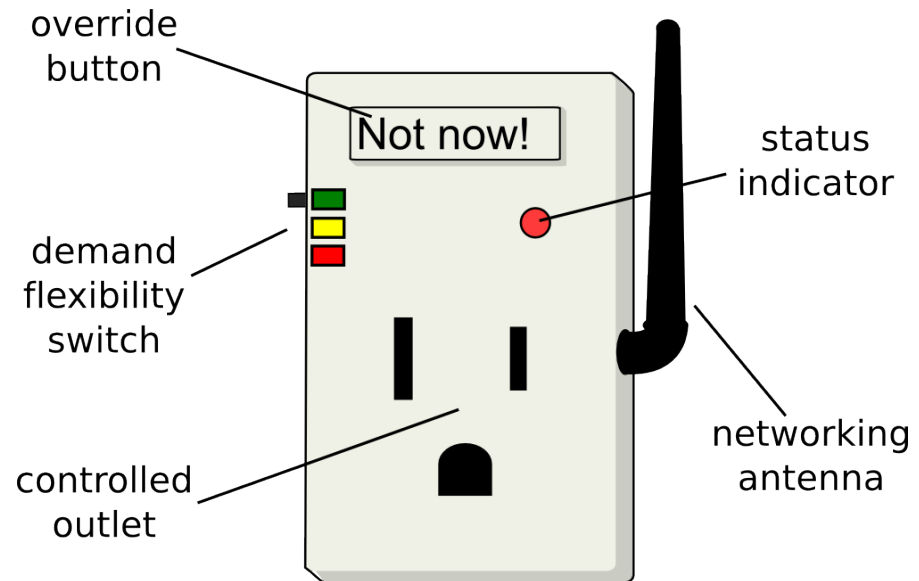
Coordination opportunity: peak-shaving & demand management by automating volunteerism

Challenges: privacy, scalability, deployability, consumer interface...

Capturing User Requirements



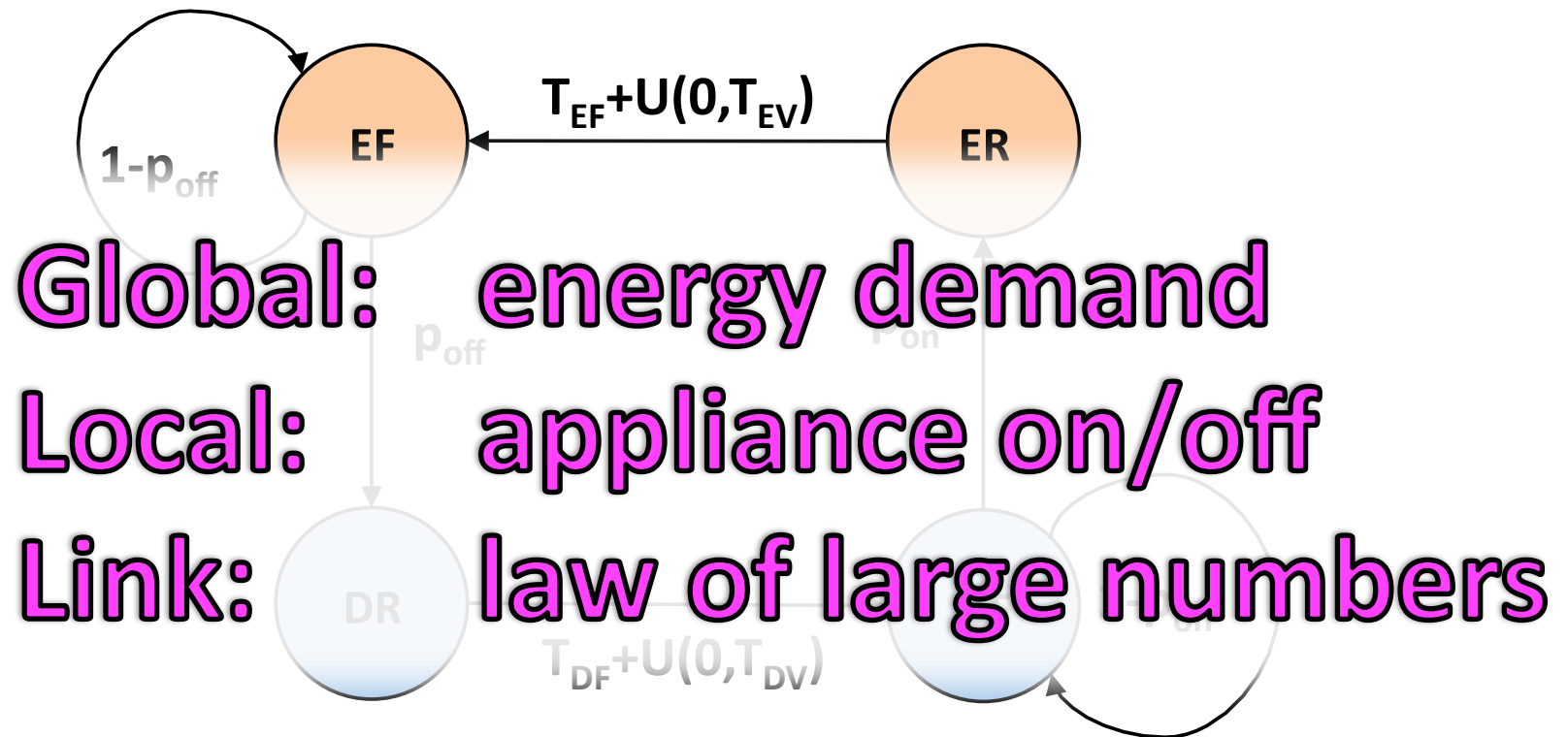
Qualitative
Energy Flexibility



Smart plugs, new appliances,
home automation, ...

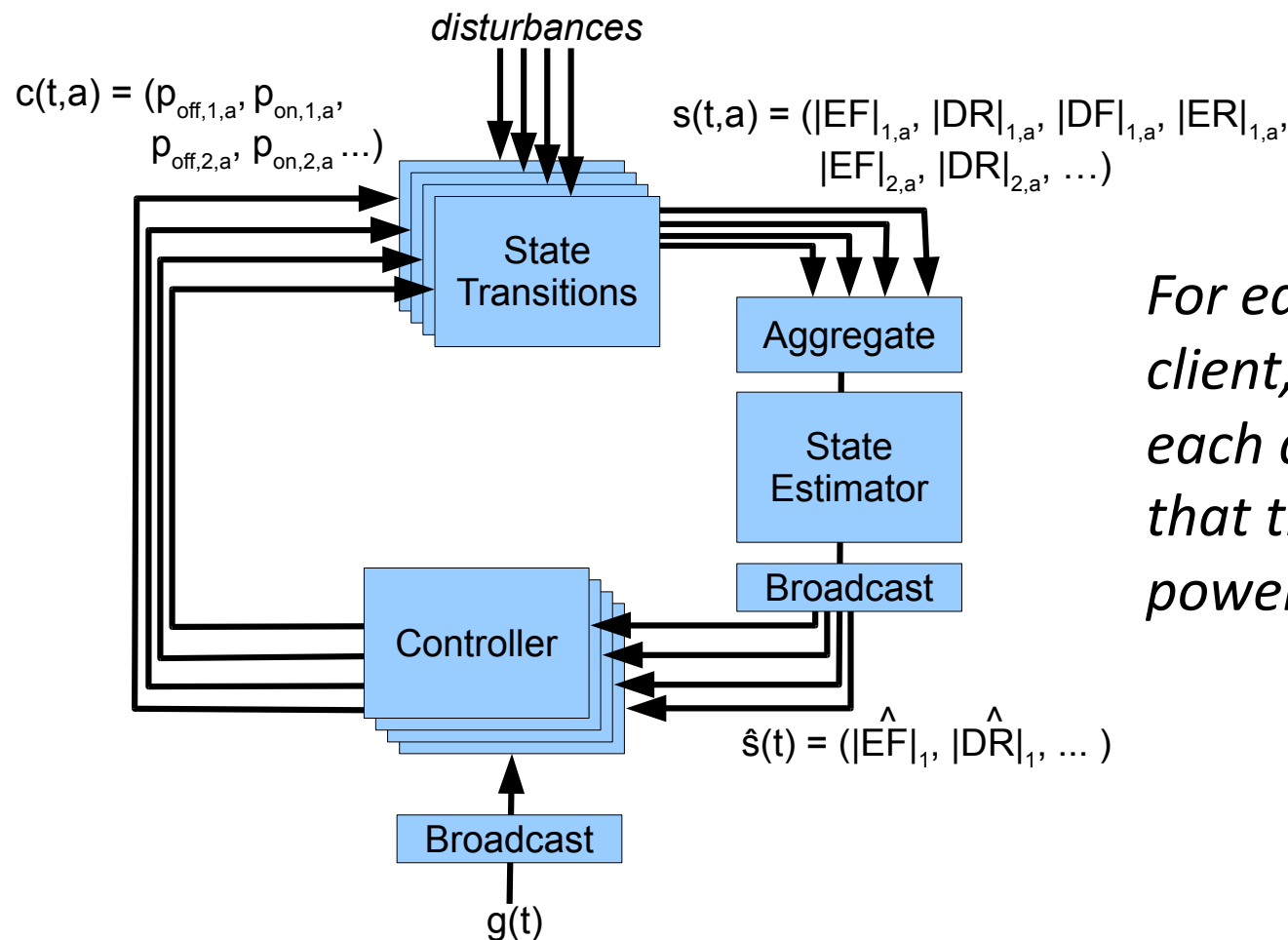
Servitization of electricity:
Input based → performance based
(need-fulfillment)

ColorPower State Transitions



- (E)nabled vs. (D)isabled
- (R)efractory vs. (F)lexible

Formal Control Problem



For each ColorPower client, set p_{on} , p_{off} for each device group, such that the total enabled power in $s(t)$ tracks $g(t)$

ColorPower Algorithm: Intuition

- Fairness assured by executing equivalent stochastic algorithm on all clients
- Intuition: spend flexibility with three “allocations”
 1. Goal tracking & hard priority constraints
 2. Soft priority
 3. Cycling (trading off fairness against future reserves)
- Any “unspent” flexibility is allowed to accumulate, improving future controllability

ColorPower Algorithm: Equations

Boundary color b : $D_{b+1} \leq g(t) < D_b$

Allocation 1: Goal Tracking

Correction Goal:

$$C^g = \alpha \cdot (g(t) - \sum_i |\hat{E}F_i| + |\hat{E}R_i|)$$

Downward shift:

$$\Delta_i^{g-} = \begin{cases} 0 & \text{if } C^g \geq 0 \text{ or } i > b \\ |\hat{E}F_i| & \text{else if } \sum_{j \leq i} |\hat{E}F_j| \leq |C^g| \\ |C^g| - \sum_{j < i} |\hat{E}F_j| & \text{else if } \sum_{j < i} |\hat{E}F_j| < |C^g| \\ 0 & \text{otherwise} \end{cases}$$

Upward is converse

Allocation 2: Color Priority

$$|\hat{E}F_i|' = |\hat{E}F_i| - \Delta_i^{g-} \quad |\hat{D}F_i|' = |\hat{D}F_i| - \Delta_i^{g+}$$

Downward shift:

$$\Delta_i^{p-} = \begin{cases} 0 & \text{if } i \geq b \text{ or } \sum_{j \leq i} |\hat{E}F_j|' > |DF_b|' \\ |\hat{E}F_i|' & \text{else if } \sum_{j \leq i} |\hat{E}F_j|' \leq |DF_b|' \\ |DF_b|' - \sum_{j < i} |\hat{E}F_j|' & \text{else if } \sum_{j < i} |\hat{E}F_j|' < |DF_b|' \end{cases}$$

Upward is converse

Allocation 3: Cycling

$$|\hat{E}F_b|'' = |\hat{E}F_b| - \Delta_i^{g-} - \Delta_i^{p-}$$

and similar for other states

Reserve fraction f :

$$\frac{|EF_b|}{|ER_b|} \geq f \text{ and } \frac{|DF_b|}{|DR_b|} \geq f$$

$$r(t) = (D_b - g(t)) / (g(t) - D_{b+1})$$

$$p_{on,ss} = \frac{1}{f \cdot T_D} \quad \text{when enabled}$$

$$p_{off,ss} = \frac{1}{\frac{1}{r(t)}(f+1)T_D - T_E} \quad \text{domainates, else converse}$$

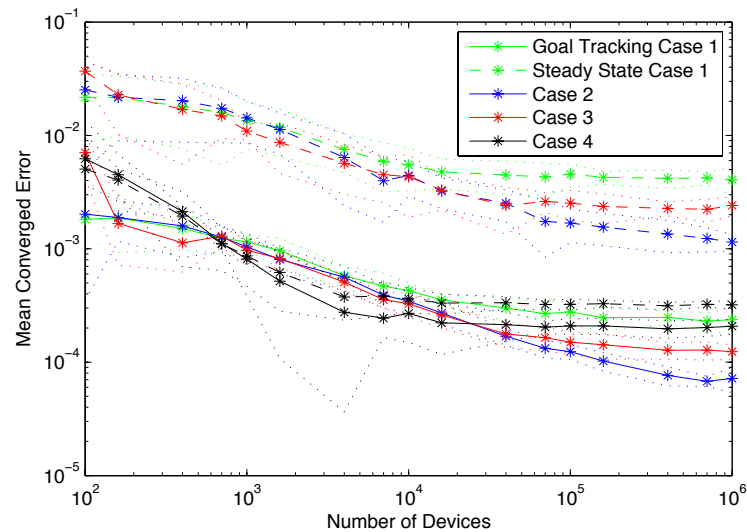
$$\Delta_b^{c-} = \Delta_b^{c+} = \min(p_{off,ss} \cdot |\hat{E}F_b|'', p_{on,ss} \cdot |\hat{D}F_b|'')$$

Computing p_{on} and p_{off}

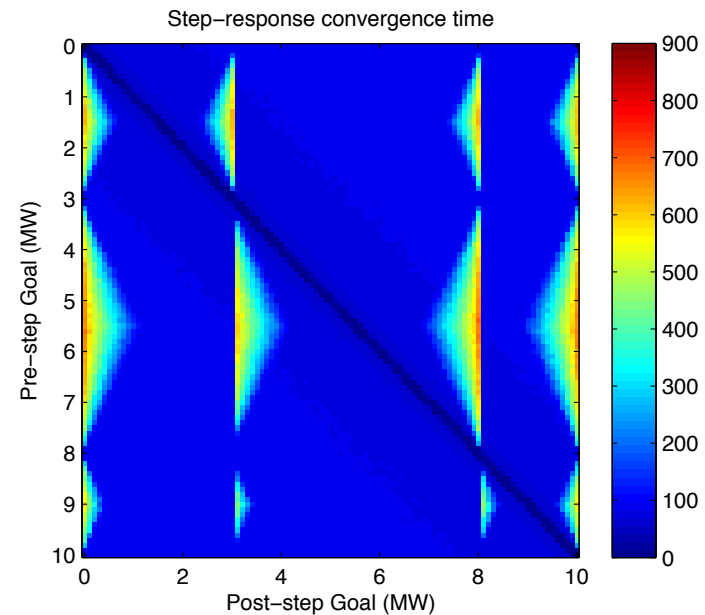
$$p_{off,i,a} = \frac{\Delta_i^{g-} + \Delta_i^{p-} + \Delta_i^{c-}}{|\hat{E}F_i|}$$

$$p_{on,i,a} = \frac{\Delta_i^{g+} + \Delta_i^{p+} + \Delta_i^{c+}}{|\hat{D}F_i|}$$

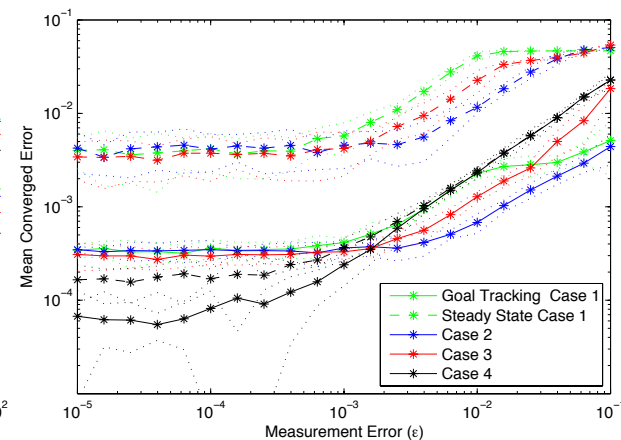
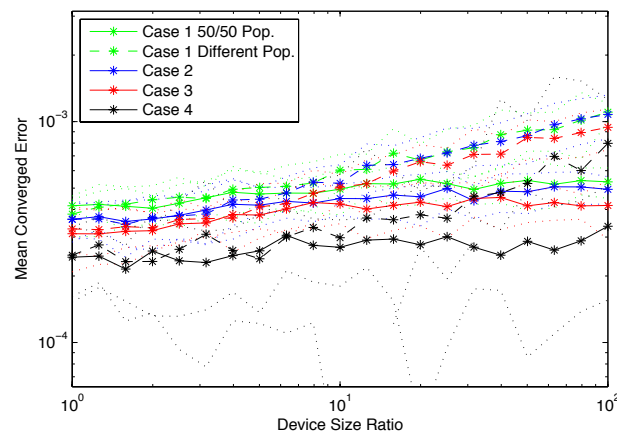
Simulation Studies



Scalable: More devices = better accuracy



Fast convergence matching predictions



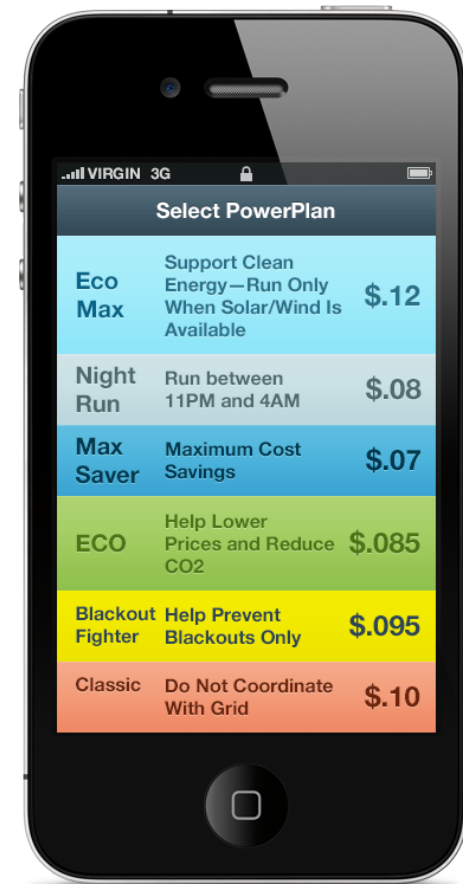
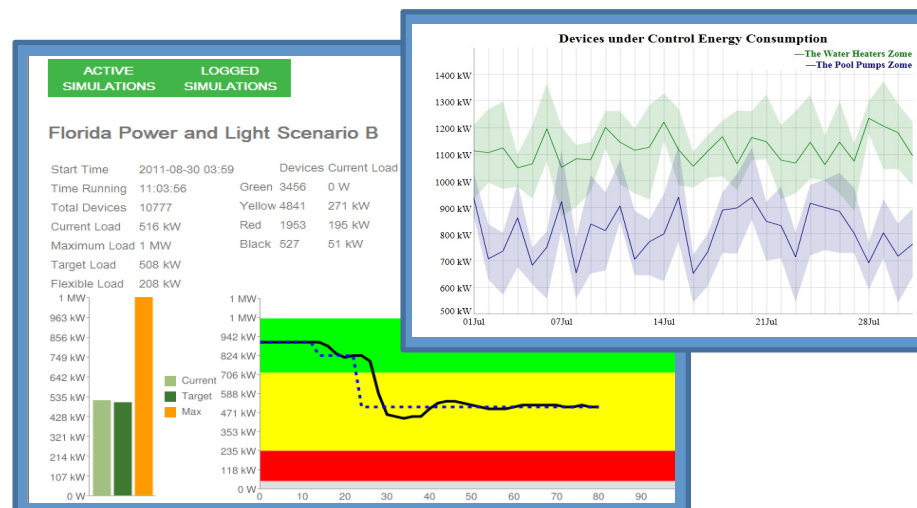
Good tolerance of heterogeneity and error

Current State: Transition to Pilots...



- Partnership with energy industry startup
- Integration and product development
 - Market integration
 - Consumer HCI & incentives
 - Operations interface
 - PDD, reference designs
 - Service models

...



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MADV: Morphogenesis for Redesign

Operation experts are not engineering experts...



... but have good ideas for new uses and upgrades

What if your robot can climb stairs...

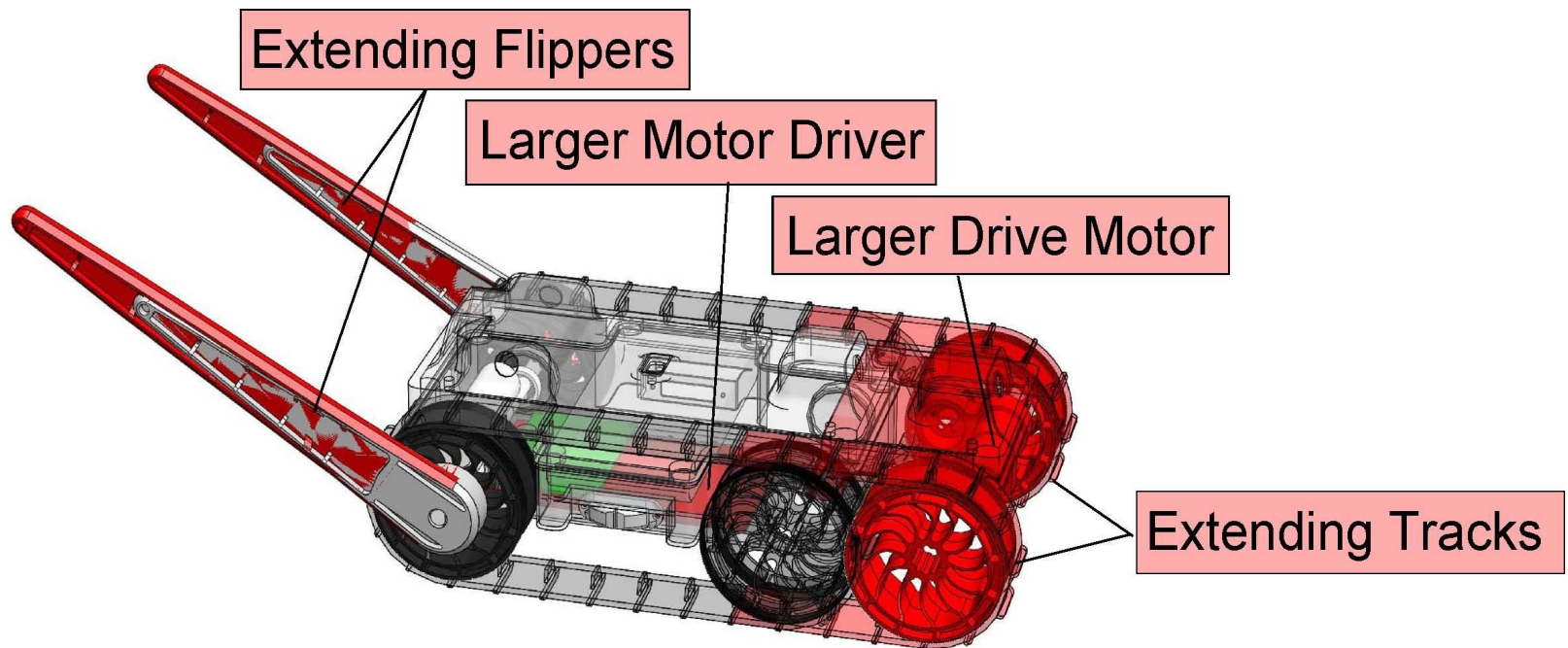


... but you want to check cars for IEDs?



Problem: Robot Redesign Complexity

Even “simple” robots require careful design of many interacting components...



... and small changes have large consequences.

A phylogeny of engineered systems?



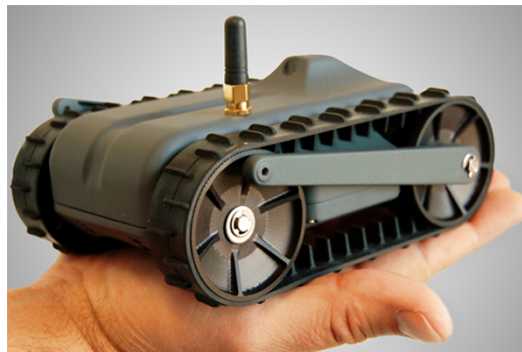
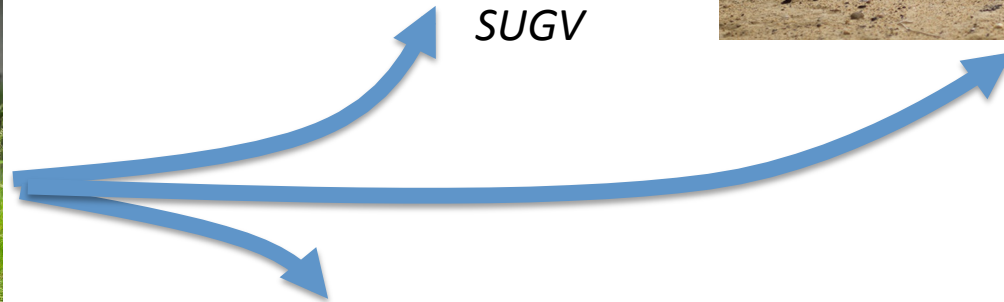
PackBot



SUGV



Warrior



LANDroid

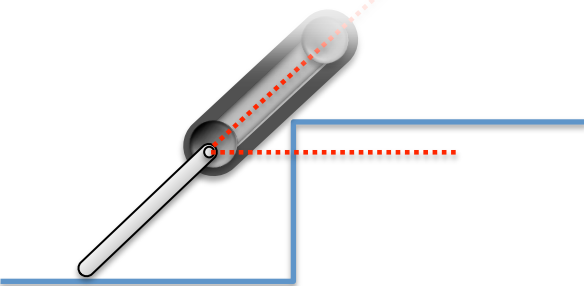


miniDroid

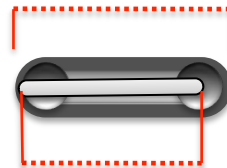
Functional Blueprints

Functional blueprints requirements:

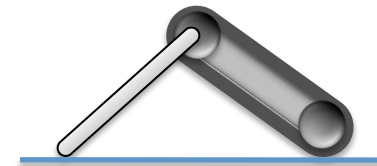
Global: design specification
Local: parameter values
Link: functional blueprint



Step Climbing
(via ascent angle)

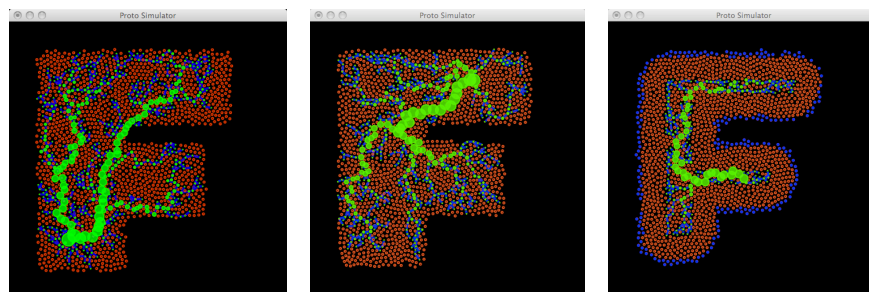
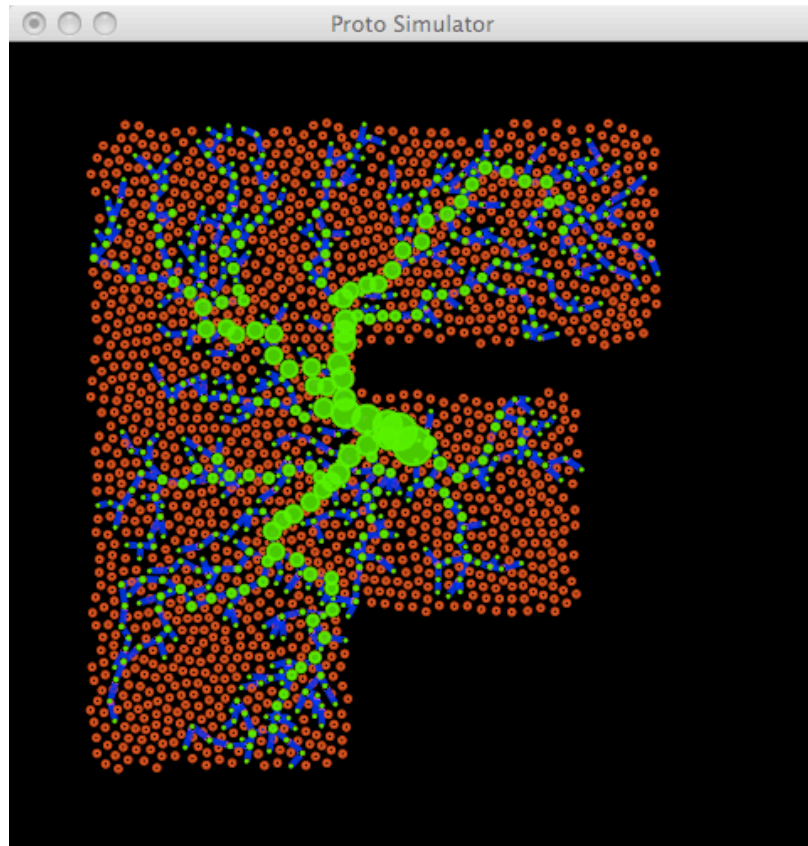


Flipper/Body Ratio

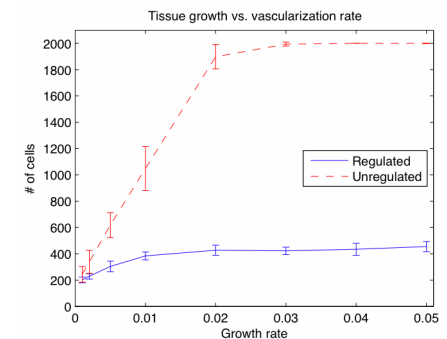
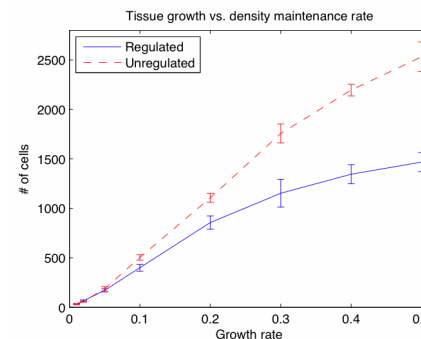


Self-Righting
(via torque/mass)

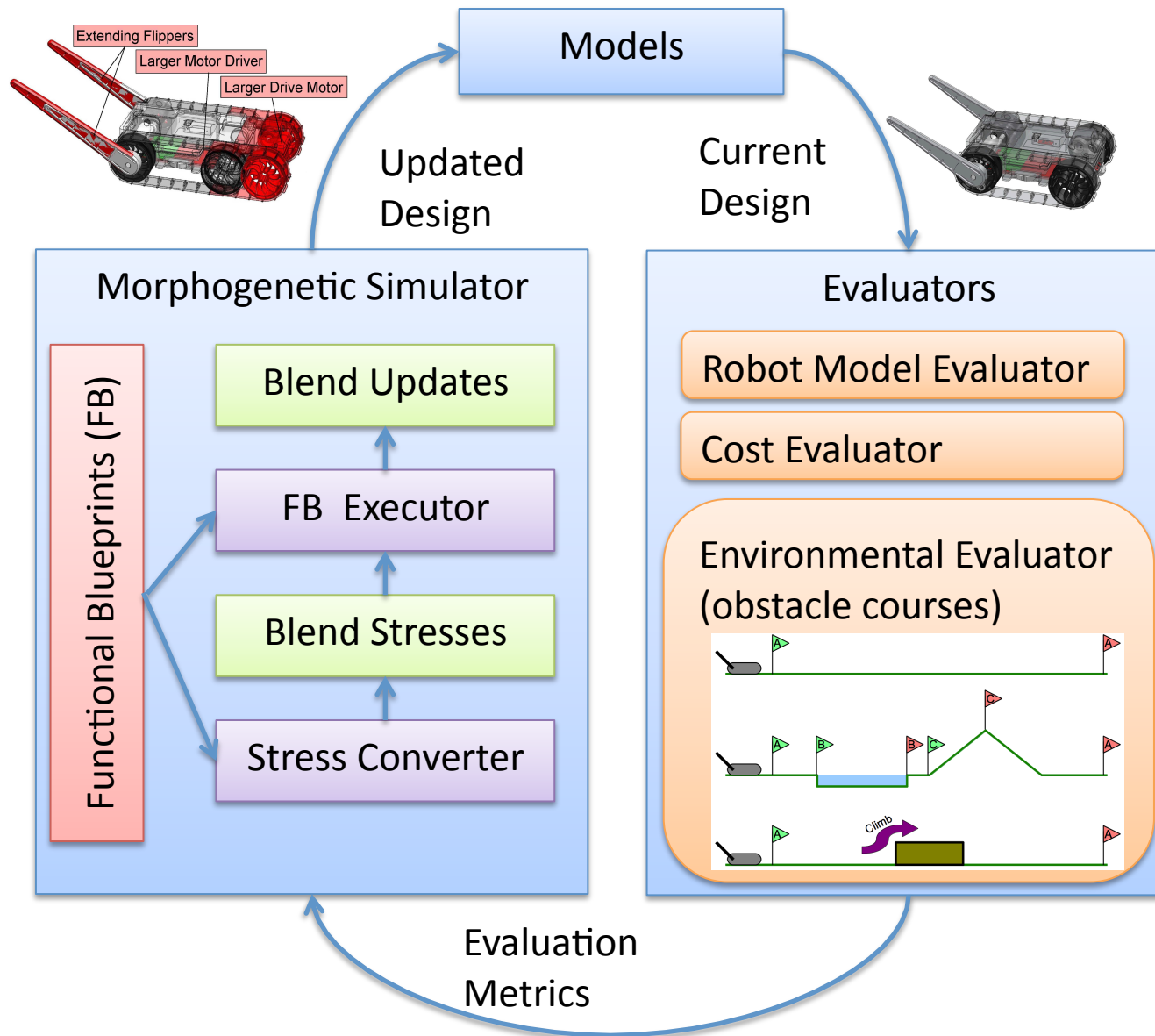
Preliminary Test: Cartoon Vascularization



- Functional blueprint model of vascularization
 - Stress: oxygen, elastic stress
 - Adjustment: leaking, vessel grow/shrink
- Red cells are healthy, blue cells are oxygen-deficient
- Can model vascularization and density co-regulation



MADV Architecture



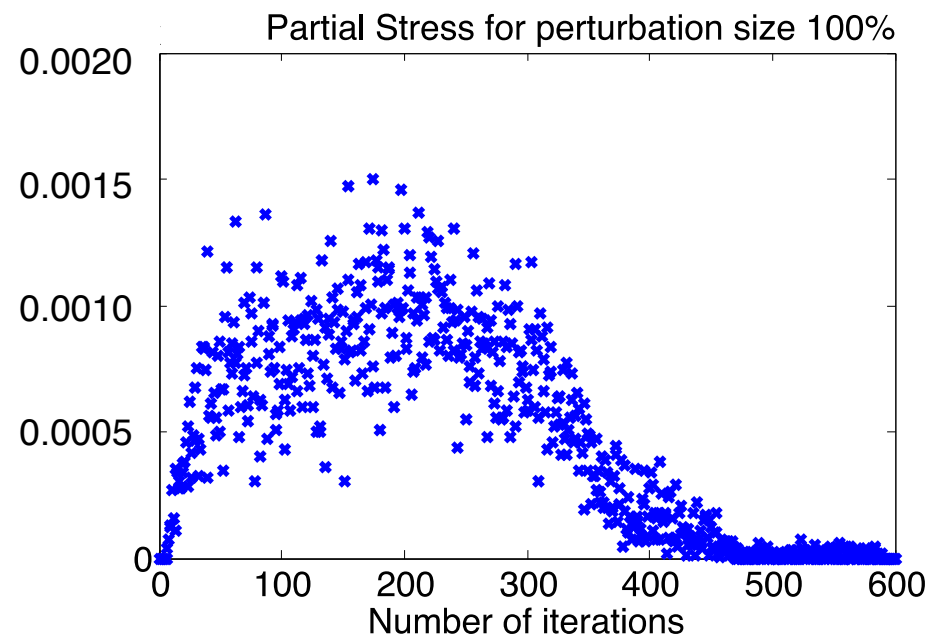
Incremental Changes Ensure Progress

Incremental, *not* evolutionary!

- Always keep design viable
 - Stress-modulated incremental changes
- Stress disperses quickly through the network of functional blueprints

$$V = \text{sign}\left(\sum_i V_i\right) \cdot \max_i \left(V_i \frac{\sum_i V_i}{\sum_i |V_i|} \right)$$

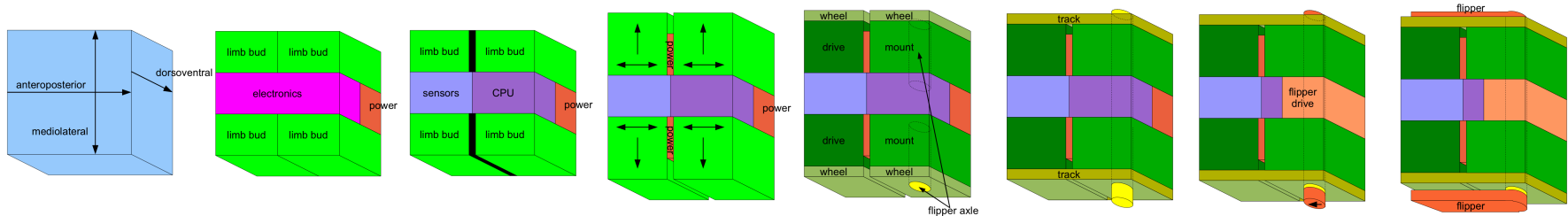
Blending function



*No need for best design, just **some** working design*

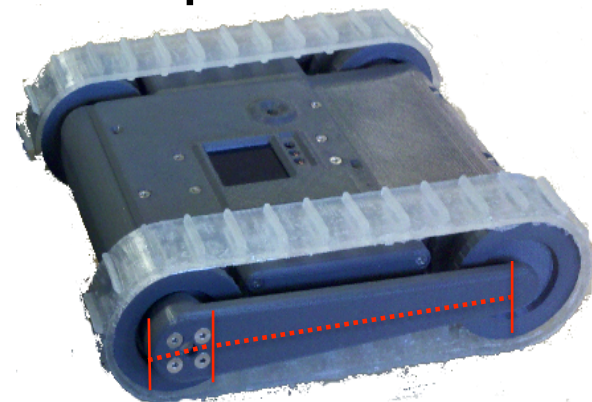
Morphogenesis resolves design constraints

Manifold evolution based on biological development



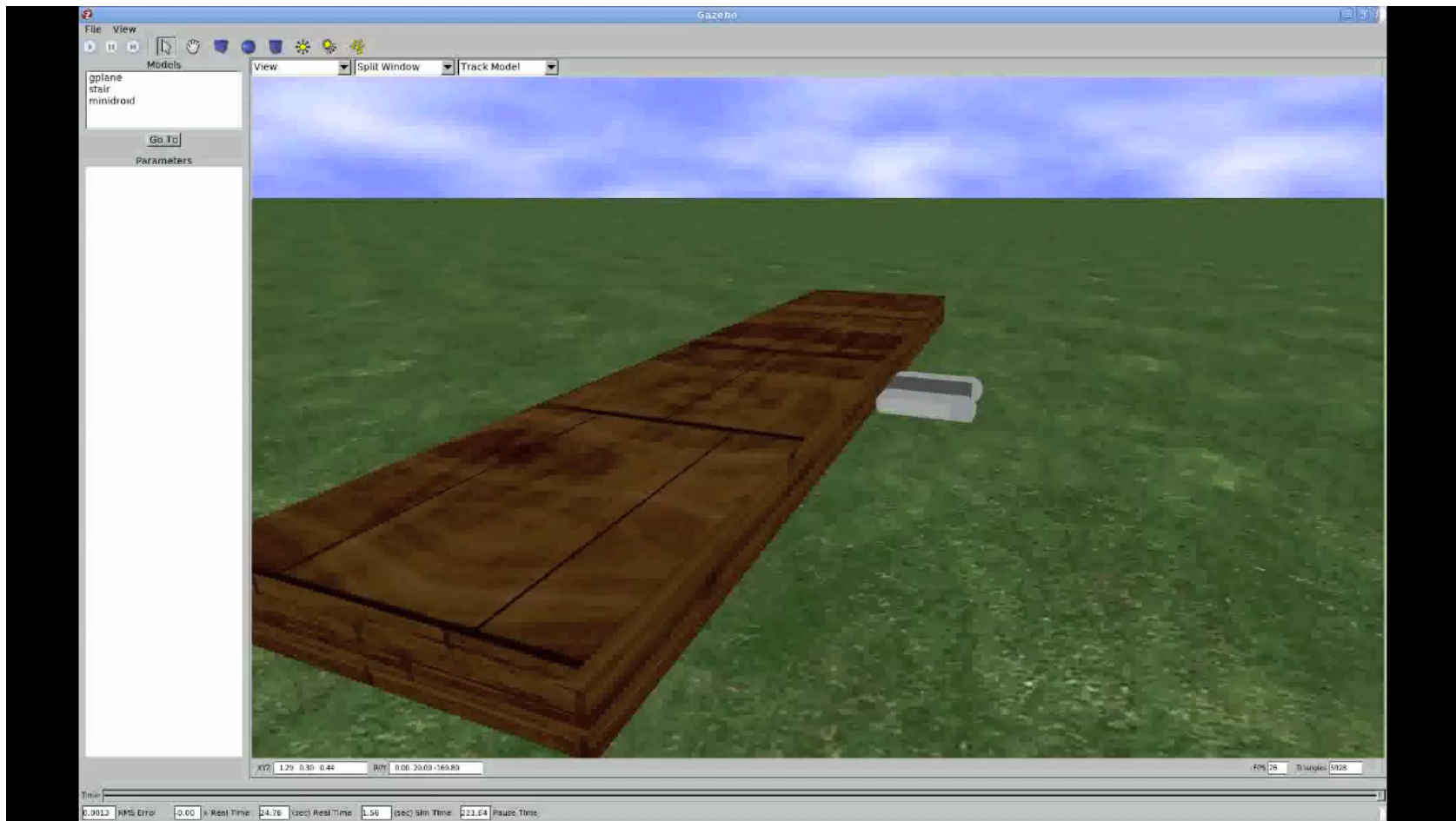
Implicit parameters specified through geometric relationships developed between components

- Abstraction of components
- Reduced dimensionality
- Greater design flexibility

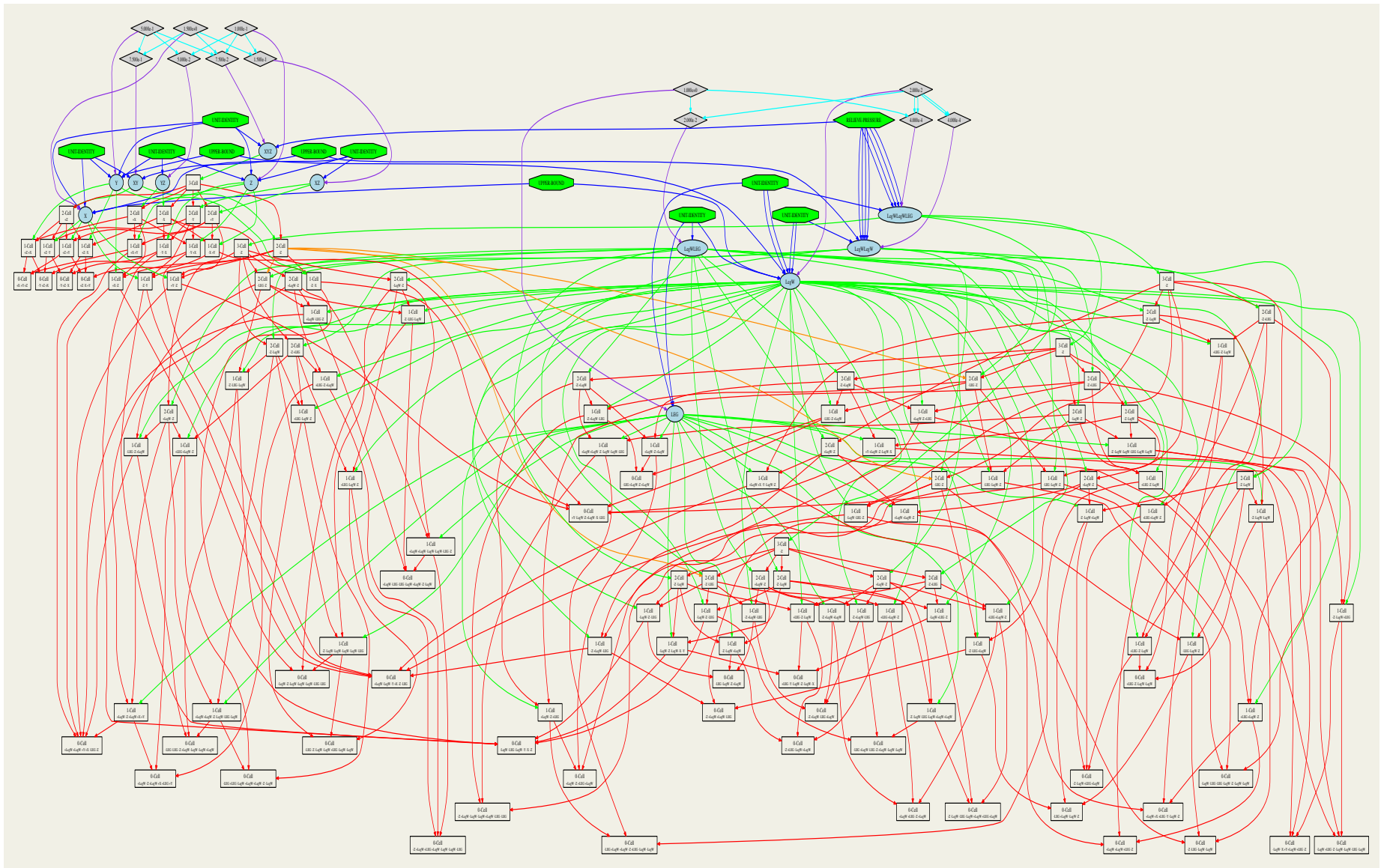


$$\text{Flipper Length} = \text{Axle} + \text{Extension}$$

Example: Climbing a larger step



7 interacting functional blueprints



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Summary

- Engineered self-organization helps with hard problems of design, scalability, and maintenance

Global:	Communication Network	Aggregate Demand	Design specifications
Local:	Message passing	Appliance power consumption	Individual design parameters
Model Enabling Composition:	Amorphous medium	Law of Large Numbers	Functional blueprints

- No silver bullet --- but many useful techniques

Three Strands of Development

- Discovery / adaptation of new self-organization phenomena to provide global behaviors

Example: functional blueprints

- Refinement of self-organization phenomena into engineering techniques suitable for routine use

Example: spatial computing with Proto

- Application to real-world problems of systems design and maintenance

Example: ColorPower stochastic control

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Interns: Katie McGuire, Taylor Campbell



Annan Mozeika
Benjamin Axelrod



colorpower

Vinayak Ranade
Kevin Hunter

