

Information-Acquisition-as-a-Service for Cyber-Physical Cloud Computing

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UC Berkeley



HotCloud Workshop, Boston, June 2010



The JAviator

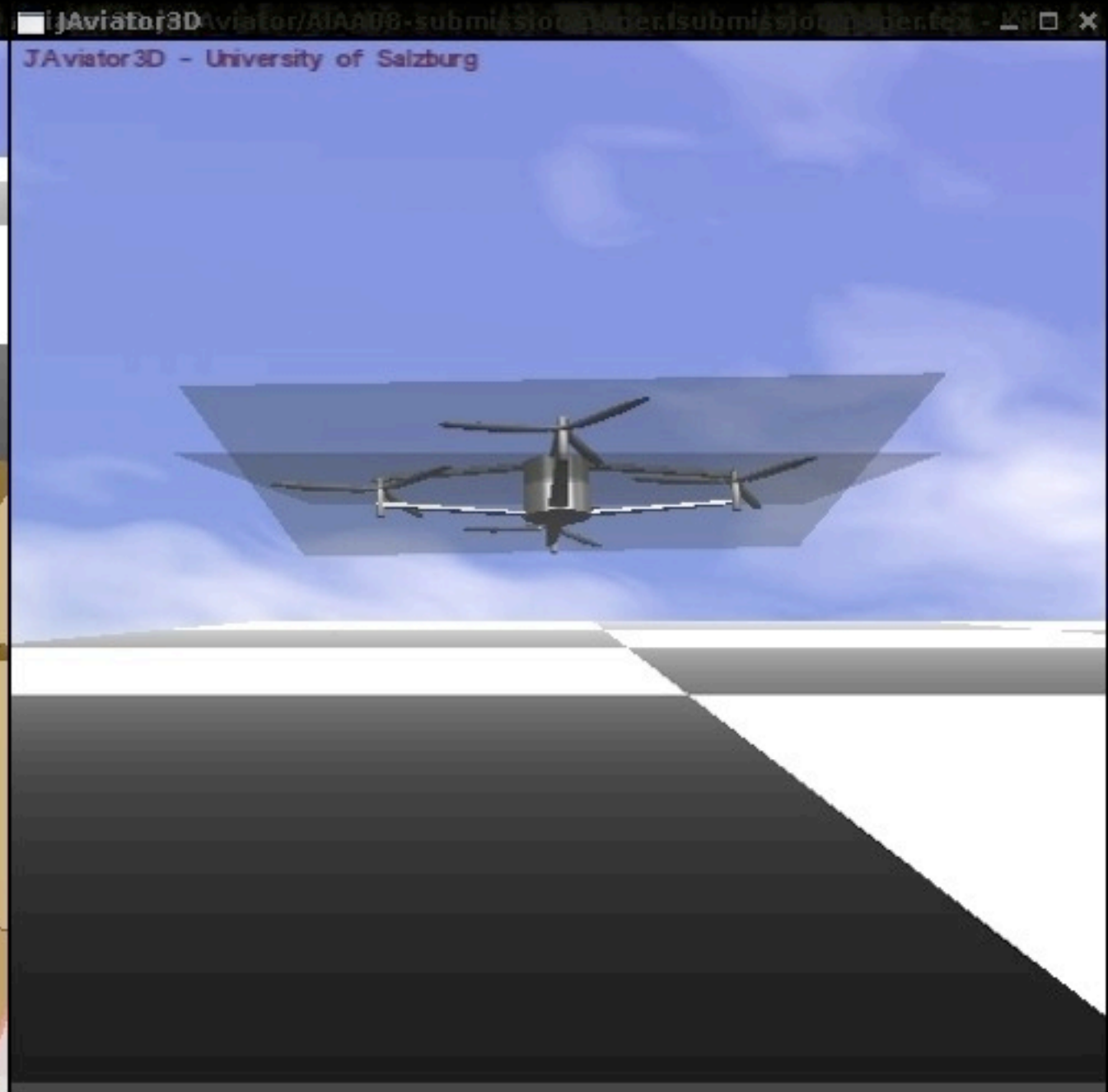
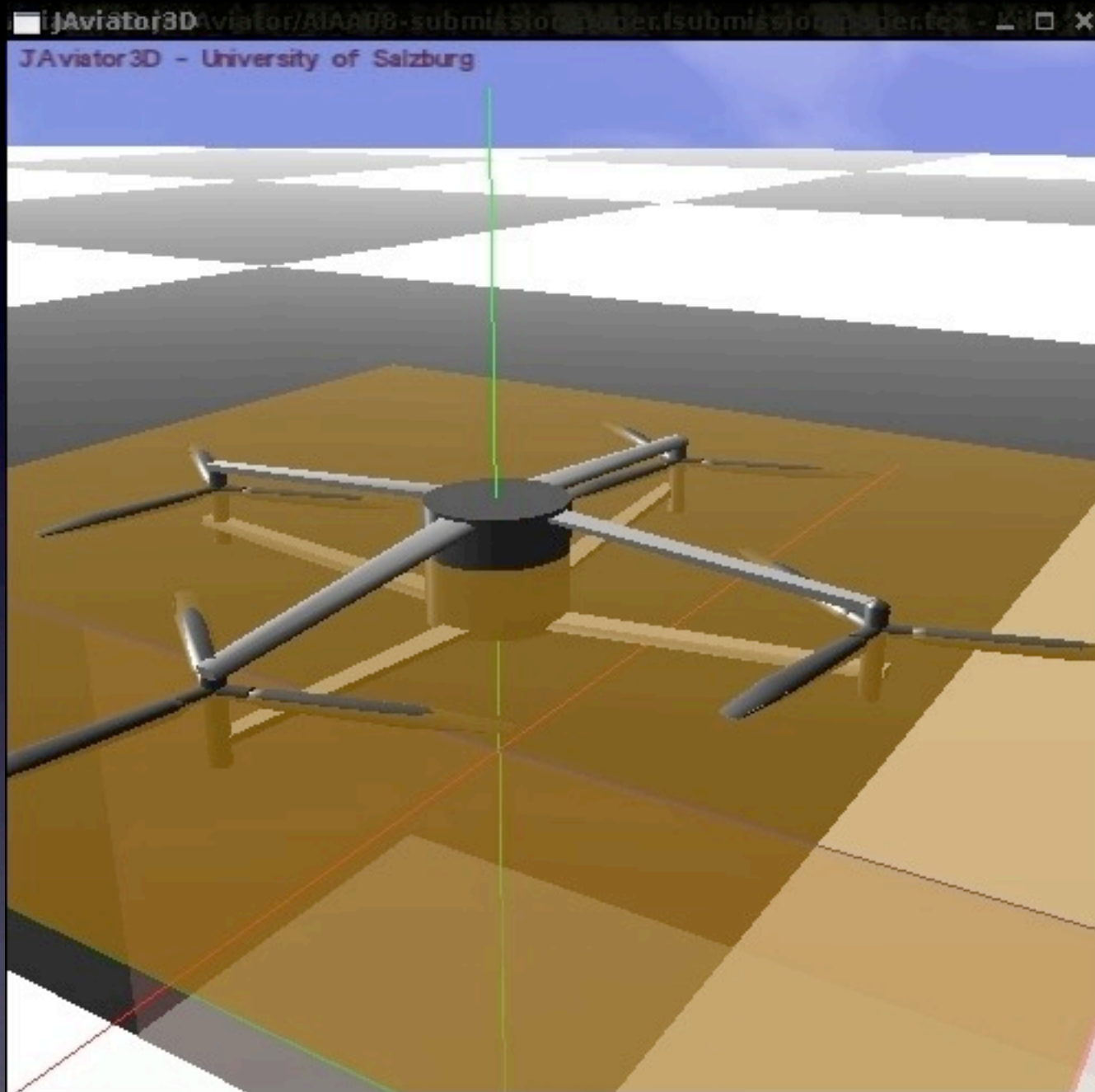
javiator.cs.uni-salzburg.at

Quad-Rotor Helicopter



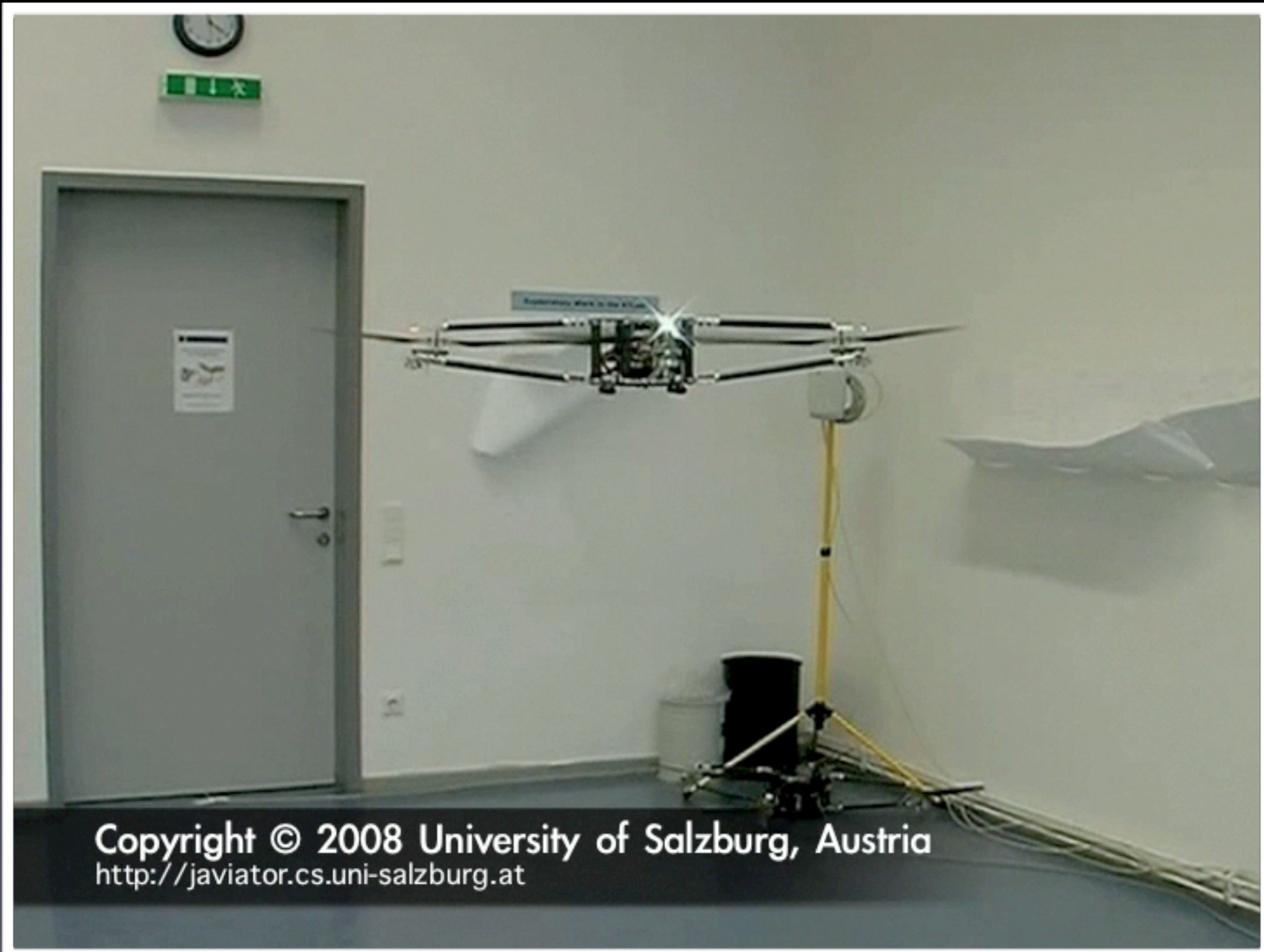
- all carbon, titanium, aluminum design
- custom motors
- ~2.2kg weight
- +2kg payload
- ~40min (empty)
- ~10min (full)







Indoor Flight STARMAC Controller



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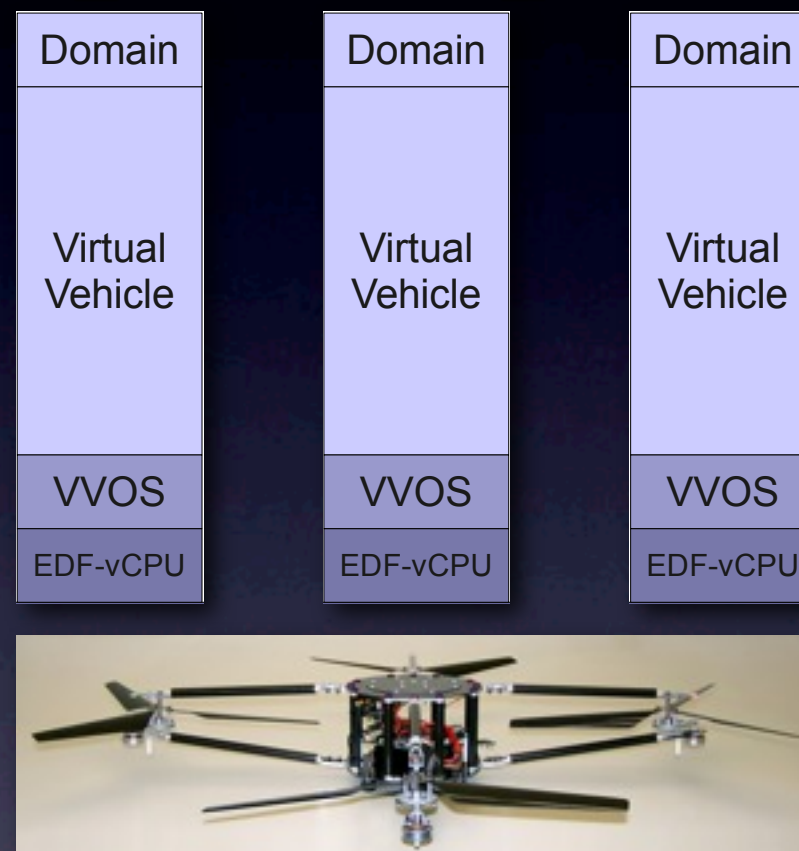
Outdoor Flight Salzburg Controller



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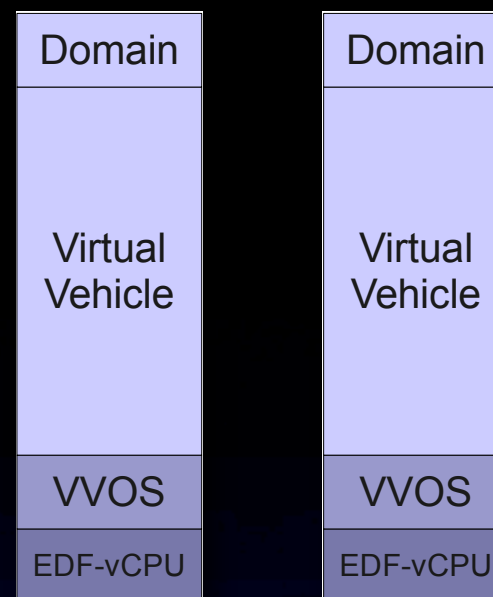
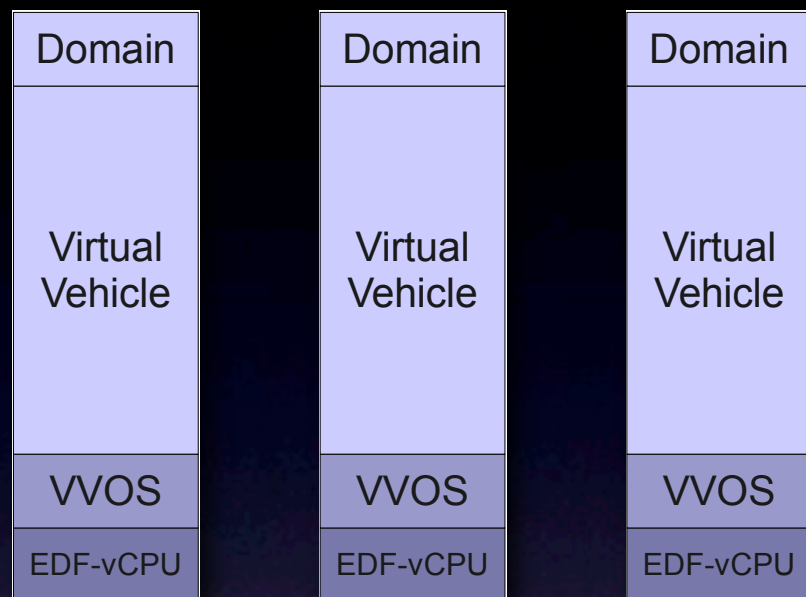
A Cyber-Physical Server

- IP address
- location
- capabilities
- motion

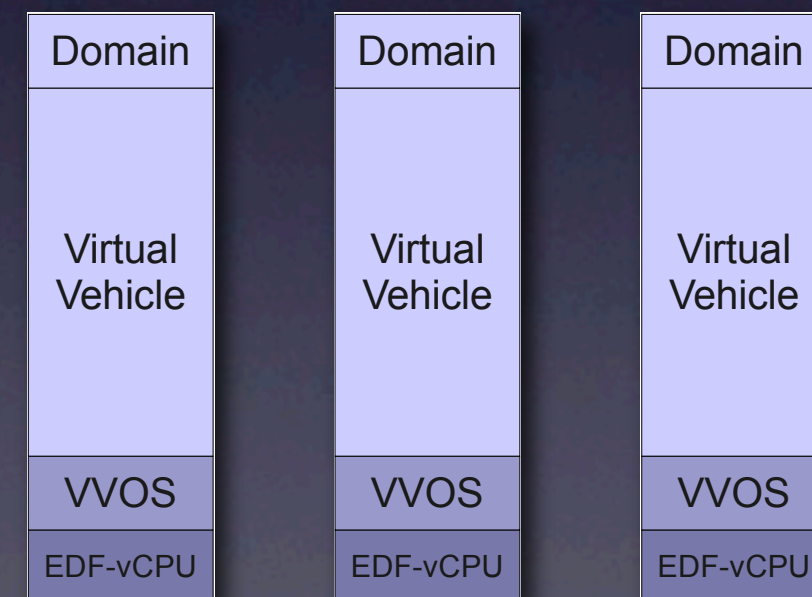


- IP address
- location
- capabilities
- motion

- IP address
- location
- capabilities
- motion



migration
=
flying



A Cyber-Physical Cloud

Goals

- **Multi-provider** (10s):
 - heterogeneous operations
- **Multi-vehicle** (100s):
 - heterogeneous systems
- **Multi-task** (1000s):
 - heterogeneous missions

Real Vehicle

- Real **sensors**:
 - Webcam, Laser, Ultrasonic, Gyro, Accelerometer, Magnetometer
- Real **server** (work-in-progress):
 - small form factor, less emphasis on I/O
 - >1 Core, >1 GHz, >1 GB RAM, SSD, WiFi
- Real **actuators**:
 - Rotors (stabilized camera is future work)

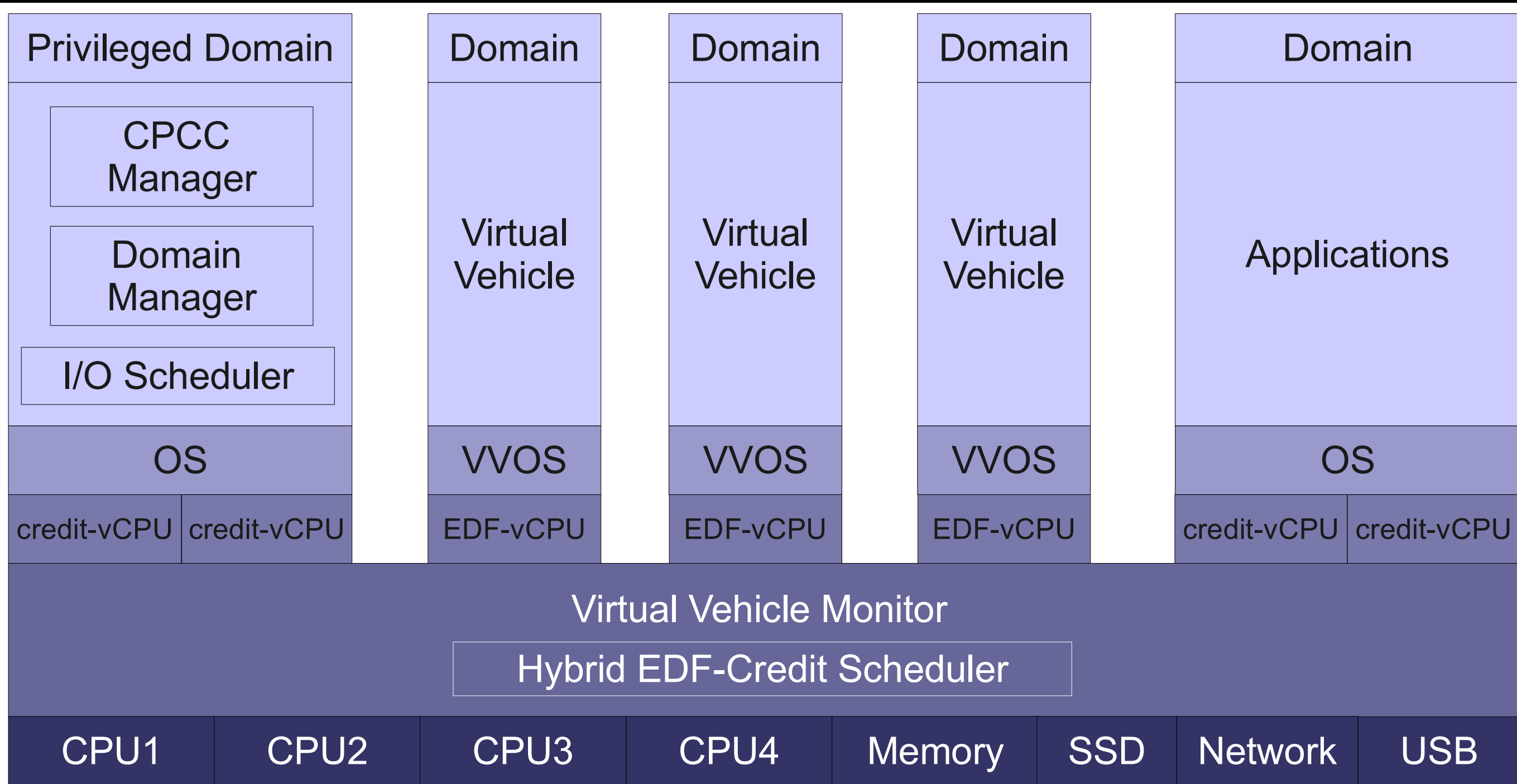
Virtual Vehicle

- Virtual **sensors** (work-in-progress):
 - Webcam (w/ position, orientation)
- Virtual **processors** (work-in-progress):
 - EDF-vCPU, VVOS, scripting engine
- Virtual **actuators** (future work):
 - Pilot of real and virtual vehicles

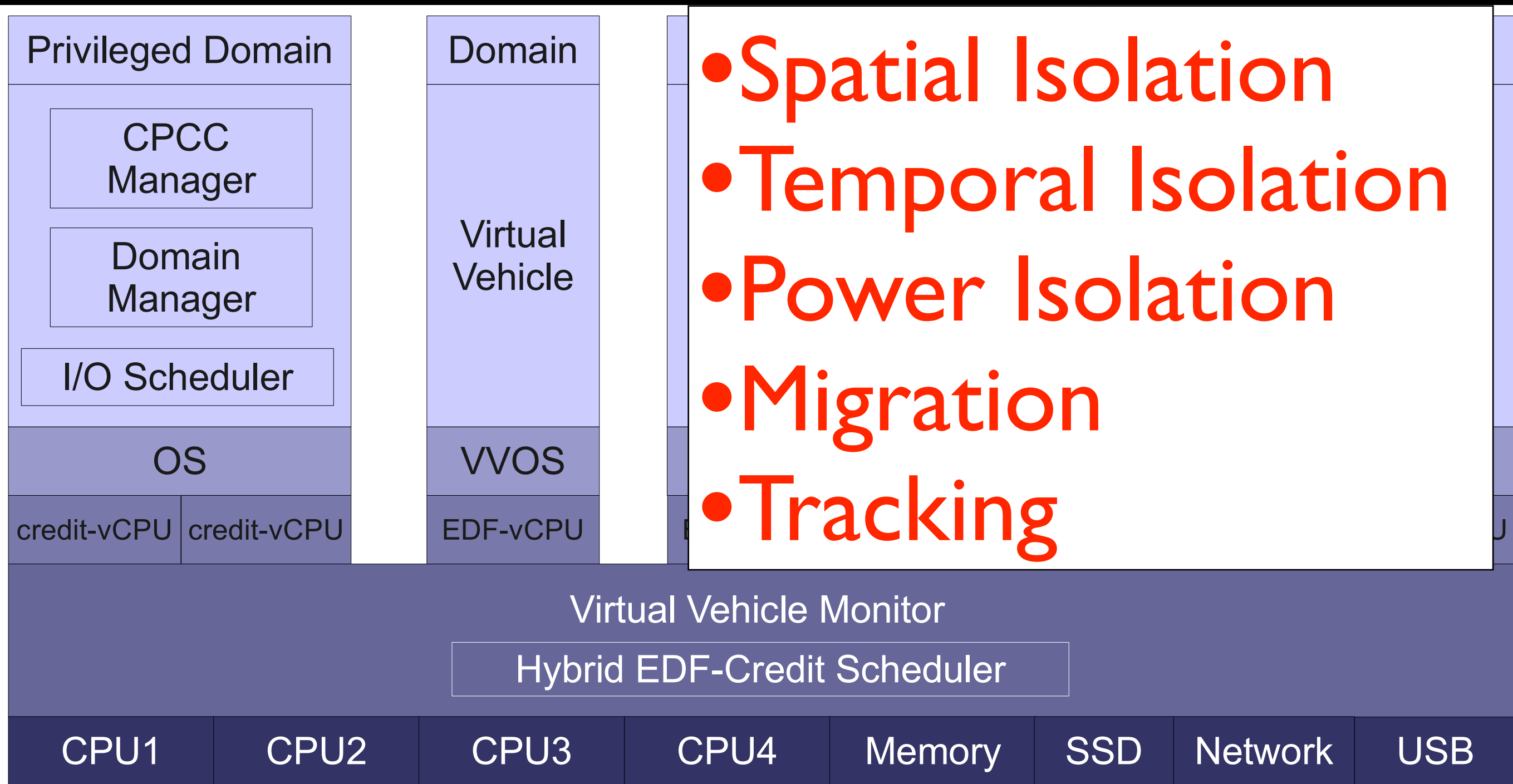
Challenges

- Virtualization **Infrastructure**
 - ▶ Salzburg
- Collaborative **Control**
 - ▶ Berkeley
- Programming **Language**
 - ▶ Berkeley, Salzburg

Virtualization Infrastructure



Virtualization Infrastructure



Collaborative Control

- **Read-only** flight plans for real vehicles
 - Virtual-to-real vehicle allocation problem
 - Evaluation metrics: mission/vehicle flight (execution) time, power consumption
- **Read-write** flight plans for real vehicles
 - Real-to-virtual vehicle allocation problem

Programming Language

- Collaborative Sensing Language (CSL) [RTAS 2009]
- CSL specifies dynamically changing **missions** of virtual vehicles (work-in-progress)
- Key challenge is to handle **concurrent** and **changing** sets of real and virtual vehicles
- CSL programs compile into mission **controllers** (feedback loop: real vs. virtual vehicles)
- CSL runtime **estimates** state and **allocates** vehicles

Thank you



Check out:
eurosys2011.cs.uni-salzburg.at