

# Towards an Artificial DNA for the Use in Dynamic Environments

#### **Mathias Pacher and Uwe Brinkschulte**

ISORC 2019, Valencia

May 9, 2019



#### 1. Motivation

#### **Current ICT systems:**

- Increasingly complex
- Distributed
- Interconnected
- Dynamic environments

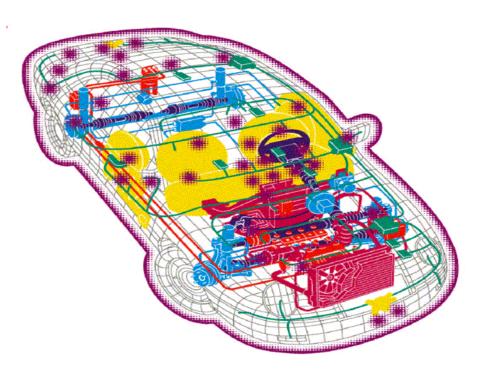
#### →Thus,

- Development and maintenace are hard
- Failures at run-time

# Idee of Organic Computing:

System adapts autonomously and dynamically to environment

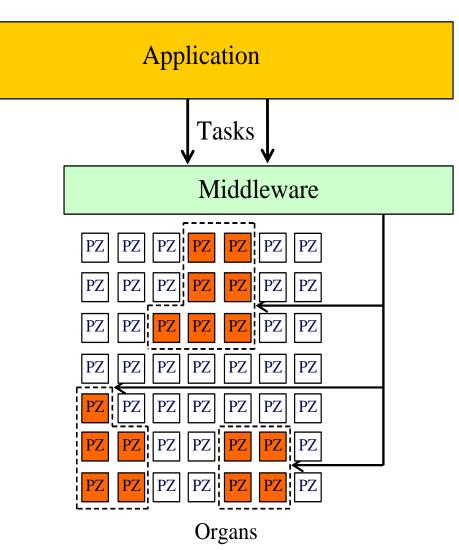
(Tomforde et al., "Organic Computing in the Spotlight", 2017)





#### 2. Artificial Hormone System

- Assignment of tasks to processors
- Hormone-based control loops
  - Self-configuration
  - Self-improvement
  - Self-healing
- Create virtual organs



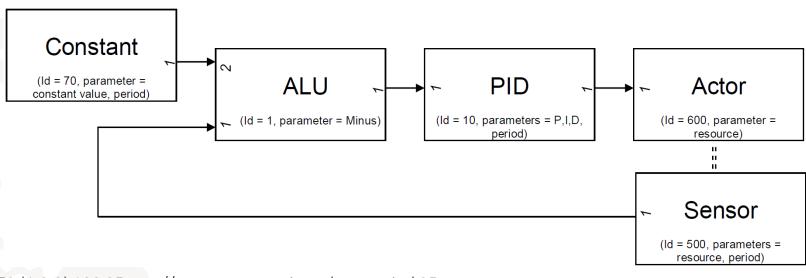
Brinkschulte, Pacher, von Renteln, An Artificial Hormone System for Self-Organizing Real-Time Task Allocation in Organic Middleware, Springer

# GOETHE UNIVERSITÄT

#### 3. Artificial DNA

#### Idea:

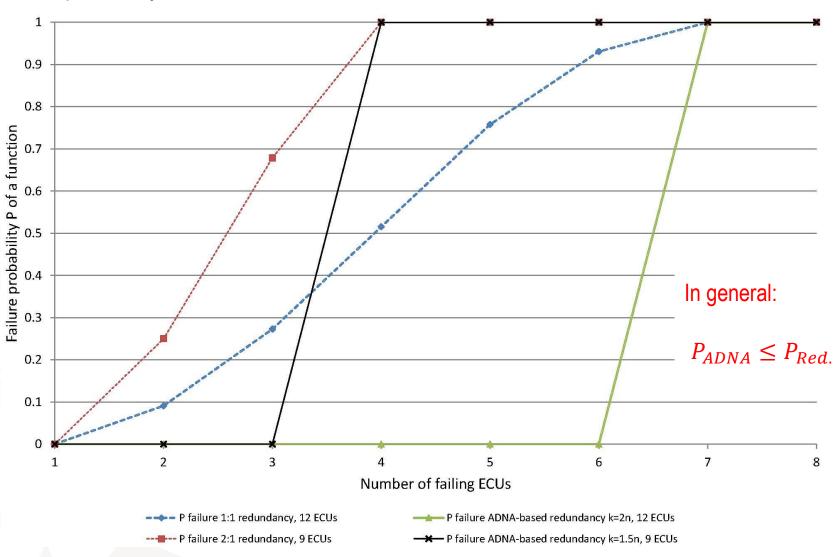
- Most embedded systems consist of standard components
- → Describe components and interconnection as a text file → Artificial DNA
- → No programming, only parametrization
- → Automatically determine tasks and hormone strength



```
1 = 70 (1:2.2) 100 25 // constant setpoint value, period 25 msec 2 = 1 (1:3.1) - // ALU, control deviation (minus) 3 = 10 (1:4.1) 4 5 6 25 // PID (4, 5, 6), period 25 msec 4 = 600 1 // actor, resource id = 1 // sensor, resource id = 2, period 25 msec
```



#### 4. Dependability

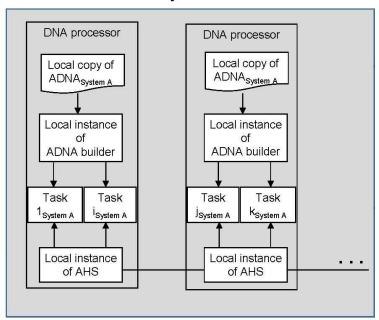


→ Interesting approach for automotive applications



#### 5. Artificial DNA for dynamic environments

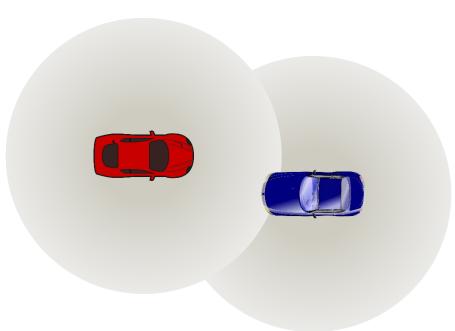
#### System A



- Self-building system at run-time
- Easy to configure at run-time
- Scalable
- ADNAs of different systems may merge and separate







#### Red car:

- ABS 1
- ESP 1
- Motor control 1
- Entertainment 1

• ...

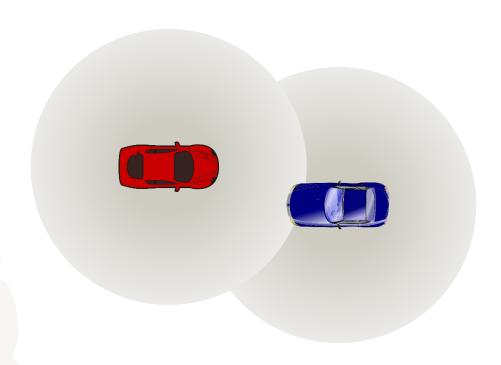
# Blue car (less computing power):

- ABS 2
- ESP 2
- Motor control 2
- Entertainment 2

• ...



#### Example

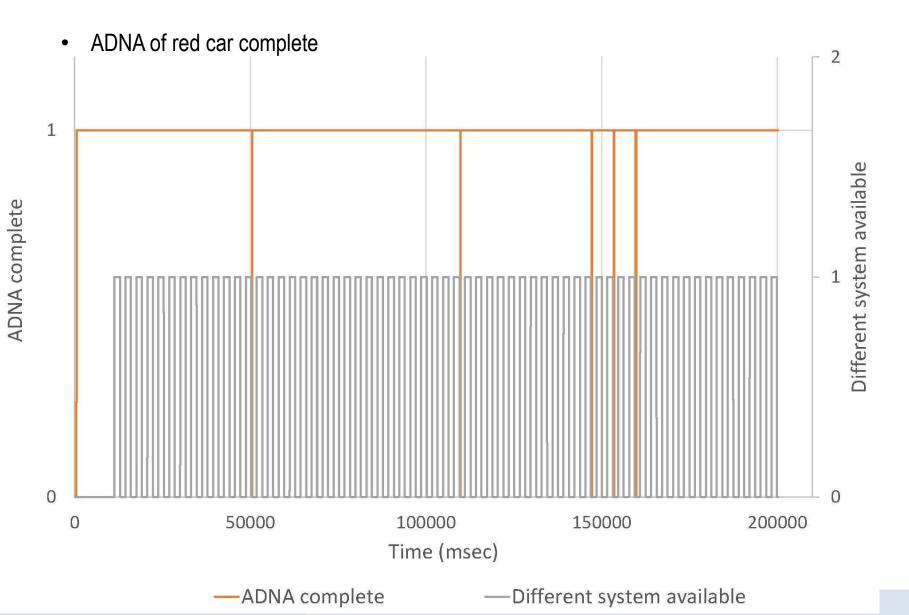


#### Scenarios:

- 1. Stress test → Different car is in range each 1.5 seconds for 1.5 seconds
- 2. Replacement for failing processors → Different car is in range each 6 seconds for 4.5 seconds



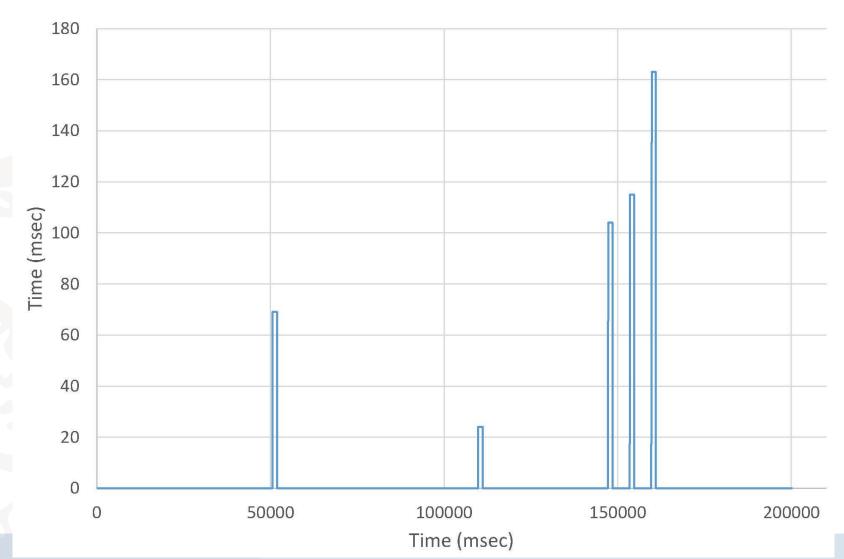
# Evaluation scenario 1 (stress test)





# Evaluation scenario 1 (stress test)

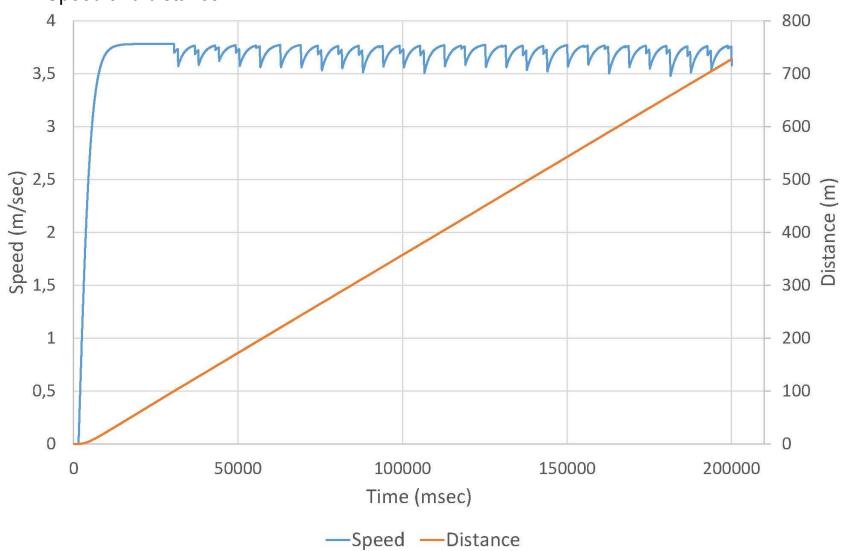
Reaction time until ADNA is complete





# Evaluation scenario 1 (stress test)

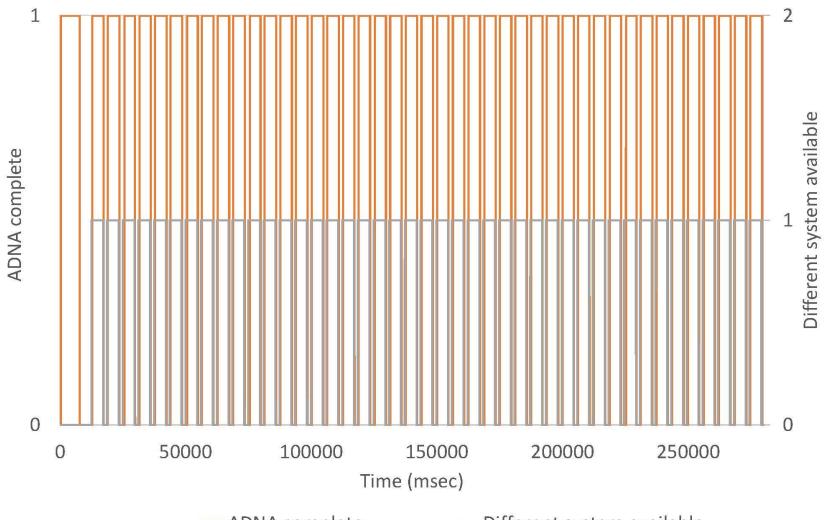
# • Speed and distance





#### Evaluation scenario 2 (Replacement for failing processors)

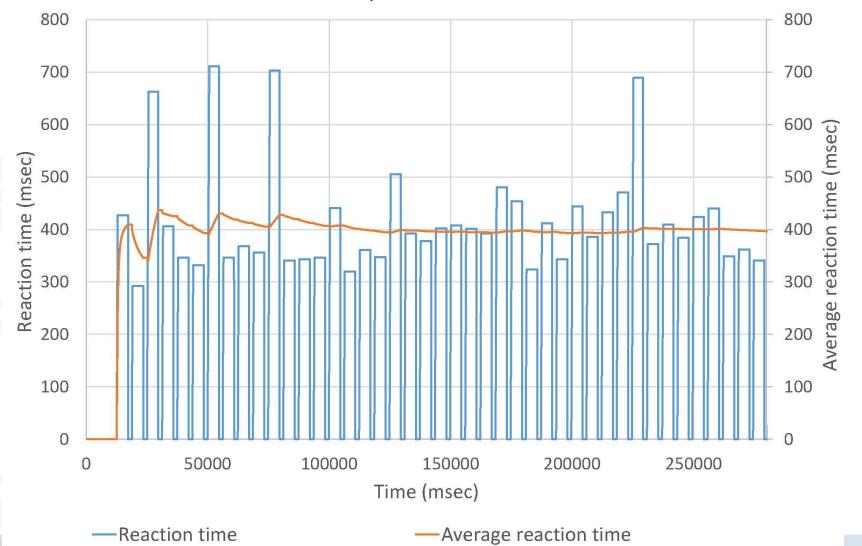
ADNA of red car complete





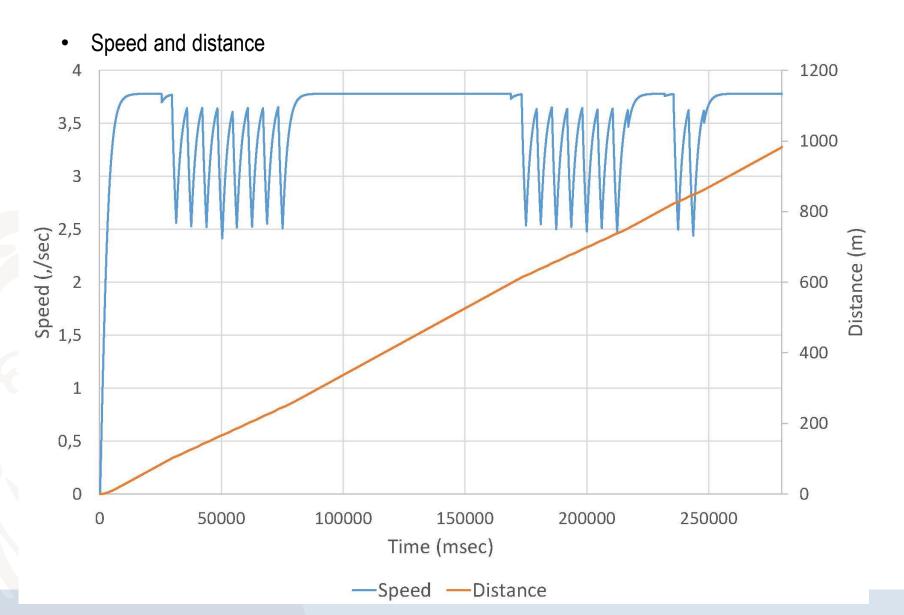
#### Evaluation scenario 2 (Replacement for failing processors)

#### Reaction time until ADNA is complete





#### Evaluation scenario 2 (Replacement for failing processors)



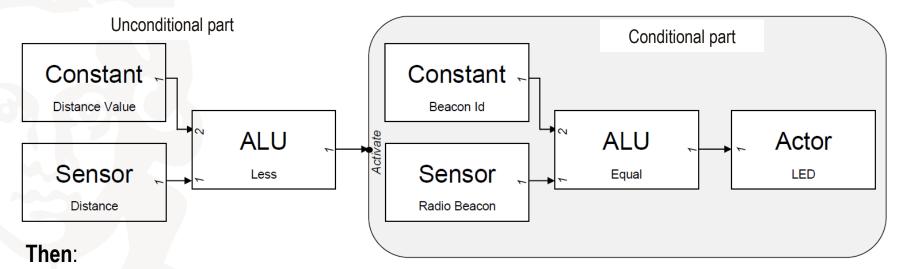


#### Conclusion

- First experiments with extended ADNA for dynamic systems
  - Stress test
  - Compensate failing processors

#### **Future work:**

- ADNA assignment priorities
- Conditional ADNA



Paywall for automotive applications

# Thank you



