Activity Report 2012

Section Application Domains

4. Application Domains

4.1. Hardware Arithmetic

The application domains of hardware arithmetic operators are digital signal processing, image processing, embedded applications, reconfigurable computing, and cryptography.

4.2. Floating-point and Validated Numerics

Our expertise on validated numerics is useful to analyse and improve, and guarantee the quality of numerical results in a wide range of applications, from scientific simulation to global optimization or control theory. Much of our work, in particular the development of correctly rounded elementary functions, is critical to the reproducibility of floating-point computations.

4.3. Cryptography, Cryptology, Communication Theory

Lattice reduction algorithms have direct applications in public-key cryptography. A new and promising field of applications is communications theory.

AVALON Team

4. Application Domains

4.1. Overview

The Avalon team targets applications with large computing and/or data storage needs, which are yet difficult to program and maintain while achieving performance. Those applications can be parallel and/or distributed applications. It is typically the case of large simulations and/or code coupling applications from "classical" computational problems such as climate forecasting or cosmology. The team also deals with bioinformatics as they raise some interesting research issues linked to data management. For example, some of such applications rely on MapReduce algorithmic skeletons.

4.2. Bioinformatics

Large-scale data management is certainly one of the most important applications of distributed systems of the future. Bioinformatics if a field producing such kinds of applications. For example, DNA sequencing applications make use of MapReduce skeletons.

The MapReduce programming model publicized by Google is a widely used model for deploying application services on platforms for data processing on a large scale (Grids and Clouds). MapReduce implementations extremely are scalable and efficient when located on the datacenters of big companies. However, technological (use of a parallel file system) and algorithmic (hard-coded replication) choices of an implementation such as Hadoop compromise performance on platforms like grids of heterogeneous clusters. Applying it to large scale and volatile environments such as desktop grids still remain a challenge.

4.3. Climate Forecasting Simulations

World's climate is currently changing due to the increase of the greenhouse gases in the atmosphere. Climate fluctuations are forecasted for the years to come. For a proper study of the incoming changes, numerical simulations are needed, using general circulation models of a climate system.

As for most applications the team is targeting, our goal is to thoroughly analyze climate forecasting applications to model its needs in terms of programing model, execution model, data access pattern, and computing needs. Once a proper model of the application has been derived, appropriate scheduling heuristics could be designed, tested, and compared.

4.4. Cosmological Simulations

Ramses[1] is a typical computational intensive application used by astrophysicists to study the formation of galaxies. *Ramses* is used, among other things, to simulate the evolution of a collisionless, self-gravitating fluid called "dark matter" through cosmic time. Individual trajectories of macro-particles are integrated using a state-of-the-art "N body solver", coupled to a finite volume Euler solver, based on the Adaptive Mesh Refinement technique. The computational space is decomposed among the available processors using a *mesh partitioning* strategy based on the Peano-Hilbert cell ordering.

Cosmological simulations are usually divided into two main categories. Large scale periodic boxes requiring massively parallel computers are performed on a very long elapsed time (usually several months). The second category stands for much faster small scale "zoom simulations".

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[1] http://www.itp.uzh.ch/~teyssier/Site/RAMSES.html

4.5. Code Coupling Applications

Different kinds of code coupling applications are considered. The simplest form is within a parallel code. For example, OpenAtom, a molecular dynamics simulation application exhibits several coupling of different pieces of codes, whose arrangement and configuration depend on many parameters, and some depend on input simulation parameters. The challenge is to let application designers express the functionality of the application while the actual execution code can be automatically configured.

Another class of code coupling applications is the coupling at temporal level. Our collaboration with EDF R&D provides us with several use cases including scenarios with *Code_Aster* (thermo-mechanics simulations), *Syrthes* (transient thermal simulations in complex solid geometries), etc. These couplings face other issues such as combining several large scale resources, managing data transfers, etc.

<p style="text-align:center;color:red;font-weight:bold;">BAMBOO Project-Team</p>

4. Application Domains

4.1. Biology with a focus on symbiosis

The main area of application of BAMBOO is biology, with a special focus on symbiosis (ERC project) and on intracellular interactions.

BEAGLE Team

4. Application Domains

4.1. Application Domains

- Molecular and cellular biology
- Genome evolution

BIPOP Project-Team

4. Application Domains

4.1. Introduction

Many systems (either actual or abstract) can be represented by (1). Some typical examples are:

- Mechanical systems with unilateral constraints and dry friction (the biped robot is a typical example, hair and fiber dynamics is another example).
- Electrical circuits with ideal diodes and/or transistors Mos.
- Optimal control with constraints on the state, closed loop of a system controlled by an MPC algorithm [2], discontinuous feedback controllers like sliding-mode control, etc.

This class of models is not too large (to allow thorough studies), yet rich enough to include many applications. This goes in contrast to a study of general hybrid systems. Note for example that (1) is a "continuous" hybrid system, in that the continuous variables x and u prevail in the evolution (there is no discrete control to commute from a mode to the other: only the input u can be used). The main tools for the analysis and simulation of such dynamical systems come from Convex Analysis, Non-smooth Analysis, Complementarity Theory (we make a strong use of complementarity problems solvers for numerical simulation), Variational Inequalities. Let us cite some specific applications.

4.2. Computational neuroscience

Modeling in neuroscience makes extensive use of nonlinear dynamical systems with a huge number of interconnected elements. Our current theoretical understanding of the properties of neural systems is mainly based on numerical simulations, from single cell models to neural networks. To handle correctly the discontinuous nature of integrate-and-fire networks, specific numerical schemes have to be developed. Our current works focus on event-driven, time-stepping and voltage-stepping strategies, to simulate accurately and efficiently neuronal networks. Our activity also includes a mathematical analysis of the dynamical properties of neural systems. One of our aims is to understand neural computation and to develop it as a new type of information science.

4.3. Electronic circuits

Whether they are integrated on a single substrate or as a set of components on a board, electronic circuits are very often a complex assembly of many basic components with non linear characteristics. The IC technologies now allow the integration of hundreds of millions of transistors switching at GHz frequencies on a die of 1cm^2. It is out of question to simulate a whole such IC with standard tools such as the SPICE simulator. We currently work on a dedicated plug-in able to simulate a whole circuit comprising various components, some modelled in a nonsmooth way.

4.4. Walking robots

As compared to rolling robots, the walking ones – for example hexapods – possess definite advantages whenever the ground is not plane or free: clearing obstacles is easier, holding on the ground is lighter, adaptivity is improved. However, if the working environment of the system is adapted to man, the biped technology must be preferred, to preserve good displacement abilities without modifying the environment. This explains the interest displayed by the international community in robotics toward humanoid systems, whose aim is to back man in some of his activities, professional or others. For example, a certain form of help at home to disabled persons could be done by biped robots, as they are able to move without any special adaptation of the environment.

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[2]model predictive control

4.5. Optimization

Optimization exists in virtually all economic sectors. Simulation tools can be used to optimize the system they simulate. Another domain is parameter *identification* (Idopt or Estime teams), where the deviation between measurements and theoretical predictions must be minimized. Accordingly, giving an exhaustive list of applications is impossible. Some domains where Inria has been implied in the past, possibly through the former Promath and Numopt teams are: production management, geophysics, finance, molecular modeling, robotics, networks, astrophysics, crystallography, ...Our current applicative activity includes: the management of electrical production (deterministic or stochastic), the design and operation of telecommunication networks.

4.6. Computer graphics Animation

A new application in Bipop is the simulation of complex scenes involving many interacting objects. Whereas the problem of collision detection has become a mature field those recent years, simulating the collision response (in particular frictious contacts) in a realistic, robust and efficient way, still remains an important challenge. Another related issue we began to study is the simulation of heterogeneous objects such as granular or fibrous materials, which requires the design of new high-scales models for dynamics and contacts; indeed, for such large systems, simulating each interacting particle/fiber individually would be too much time-consuming for typical graphics applications. We also pursue some study on the design of high-order models for slender structures such as rods, plates or shells. Finally, our current activity includes the static inversion of mechanical objects, which is of great importance in the field of artistic design, for the making of movies and video games for example. Such problems typically involve geometric fitting and parameters identification issues, both resolved with the help of constrained optimization.

COMPSYS Project-Team

4. Application Domains

4.1. Compilers for Embedded Computing Systems

The previous sections described our main activities in terms of research directions, but also places Compsys within the embedded computing systems domain, especially in Europe. We will therefore not come back here to the importance, for industry, of compilation and embedded computing systems design.

In terms of application domain, the embedded computing systems we consider are mostly used for multimedia: phones, TV sets, game platforms, etc. But, more than the final applications developed as programs, our main application is <u>the computer itself</u>: how the system is organized (architecture) and designed, how it is programmed (software), how programs are mapped to it (compilation and high-level synthesis).

The industry that can be impacted by our research is thus all the companies that develop embedded systems and processors, and those (the same plus other) than need software tools to map applications to these platforms, i.e., that need to use or even develop programming languages, program optimization techniques, compilers, operating systems. Compsys do not focus on all these critical parts, but our activities are connected to them.

4. Application Domains

4.1. Application Domains

The theoretical framework we use (automata, process algebras, bisimulations, temporal logics, etc.) and the software tools we develop are general enough to fit the needs of many application domains. They are applicable to virtually any system or protocol that consists of distributed agents communicating by asynchronous messages. The list of recent case studies performed with the CADP toolbox (see in particular § 6.5) illustrates the diversity of applications:

- *Bioinformatics:* genetic regulatory networks, nutritional stress response, metabolic pathways,

- *Consumer electronics:* home networking, video on-demand,

- *Databases:* transaction protocols, distributed knowledge bases, stock management,

- *Distributed systems:* virtual shared memory, distributed file systems, election algorithms, dynamic reconfiguration algorithms, fault tolerance algorithms, cloud computing,

- *Embedded systems:* smart-card applications, air traffic control, avionic systems,

- *Hardware architectures:* asynchronous circuits, multiprocessor architectures, systems on chip, networks on chip, bus arbitration protocols, cache coherency protocols, hardware/software codesign,

- *Human-machine interaction:* graphical interfaces, biomedical data visualization, plasticity,

- *Security protocols:* authentication, electronic transactions, cryptographic key distribution,

- *Telecommunications:* high-speed networks, network management, mobile telephony, feature interaction detection.

DANTE Team

4. Application Domains

4.1. Life Science & Health

In parallel to the advances in modern medicine, health sciences and public health policy, epidemic models aided by computer simulations and information technologies offer an increasingly important tool for the understanding of transmission dynamics and of epidemic patterns. The increased computational power and use of Information and Communication Technologies makes feasible sophisticated modeling approaches augmented by detailed in vivo data sets, and allow to study a variety of possible scenarios and control strategies, helping and supporting the decision process at the scientific, medical and public health level. The research conducted in the DANTE project finds direct applications in the domain of LSH since modeling approaches crucially depend on our ability to describe the interactions of individuals in the population. In the MOSAR project we are collaborating with the team of Pr. Didier Guillemot (Inserm/Institut. Pasteur/Université de Versailles). Within the TUBEXPO and ARIBO projects, we are collaborating with Pr. Jean-Christopge Lucet (Professeur des université Paris VII ? Praticien hospitalier APHP).

4.2. Network Science / Complex networks

In the last ten years, the study of complex networks has received an important boost with large interdisciplinary efforts aimed at their analysis and characterization. Two main points explain this large activity: on the one hand, many systems coming from very different disciplines (from biology to computer science) have a convenient representation in terms of graphs; on the other hand, the ever-increasing availability of large data sets and computer power have allowed their storage and manipulation. Many maps have emerged, describing many networks of practical interest in social science, critical infrastructures, networking, and biology. The DANTE project targets the study of dynamically evolving networks, from the point both of their structure and of the dynamics of processes taking place on them.

DRACULA Project-Team

4. Application Domains

4.1. Normal hematopoiesis

4.1.1. Introduction

Modelling normal hematopoiesis will allow us to explore the dynamical appearance of the various cell types, originating from the stem cell compartment, through the bone marrow development up to the blood stream. The differentiated cell types will both fulfill physiological functions, and play a key role on the feedback control on homeostasis (balance of the system) in their own lineages. We will describe the hematopoiesis from three different points of view:

- The initial cell type, the hematopoietic stem cell (HSC);
- The lineage choice question;
- Three differentiated lineages that are responsible for specific function, namely oxygen transport, immune response and coagulation.

The basic mechanisms of our modelling approach are as follows:

- Any cell type can have two possibilities at each time step: to divide or to die.
- At any division step, the cell can either give rise to two daughter cells which are identical to the mother cell (self-renewal) or that are more advanced in their differentiation.

All these processes will be first modelled at the cellular level. In parallel, we will develop models of intra-cellular molecular networks (as some proteins controlling the cell cycle) influencing this decision making process, so as to be able to describe both micro-to-macro effects (molecules influencing the global cell behaviour) as well as macro-to-micro effects (like the global state of the cell population influencing the molecular behaviour).

4.1.2. Hematopoietic stem cells (HSC)

Although widely studied by biologists, HSC are still poorly understood and many questions remain open: How fast and how frequently do they divide? How many of them are in the bone marrow and where? How is their behaviour modified under stress conditions such as blood loss or transfusion?

Our modelling approach will be based on two methods: deterministic and stochastic differential equations with delays (discrete and distributed), on one hand, and the DPD method using the individual based modelling on the other hand. The differential equation models based on the work initiated by Mackey [38] will describe the HSC compartment in normal conditions and the behaviour of these cells under some stress. The DPD method, as a complementary approach, will emphasize the spatial regulation of stem cell behaviour, and we will focus our attention to give a possible answer regarding their location in the bone marrow and the roles of the niche, their number in the system, their possible role under stress (that is their reaction under the different feedback controls).

4.1.3. Lineage choice

Positive and negative feedbacks in intra-cellular regulatory networks create a bistable or multistable situation where different cell populations can co-exist. This allows the production of different blood cells beginning from stem cells. It is an important property of hematopoietic cell populations, which is not yet completely understood. We will focus on the erythroid/myelomonocytic choice, which is governed by a balance of lineage-affiliated transcription factors, such as GATA1 and PU.1. How the ratios of lineage-determining transcription factors stabilize progenitor cells and resolve their indeterminacy to commit them to discrete, mutually exclusive fates remains unexplained.

We will analyze the dynamics of a binary fate decision governed by a gene-circuit containing auto-stimulation and cross-inhibition, as embodied by the GATA1-PU.1 paradigm. We will use mathematical models based on ordinary and partial differential equations and individually based modelling to study fundamental properties of hematopoiesis and its quantitative characteristics. We will also explore the fate decision process from a stochastic point of view.

4.1.4. Blood cell functions

(i) O2 transport: red lineage

O_2 transport is provided by red blood cells (RBC) also called erythrocytes. Many different stages of maturity (including progenitors, precursors, reticulocytes and erythrocytes) are necessary to achieve the complete formation of RBC. These latter are then released in the blood stream where they transport oxygen. The whole process is tightly dependent on a robust well-balanced equilibrium called homeostasis.

It has been shown in the 1990's that apoptosis is regulated by EPO, a growth factor released by the kidneys under hypoxia. But also, under severe stress (like an important blood loss) some other molecules known as glucocorticoids can be released leading to an increase of the self-renewing rate for each generation. This led to the formulation of a first model, demonstrating the role of self-renewal.

The study of the red blood cell lineage will involve different scale levels, from the molecular one, with the effects of the hormones on the surface and internal parts of the cell, the cell contacts in each stage of RBC formation, and the red branch population in its whole with all the interactions taken into account (see Figure 2) in normal and stress conditions.
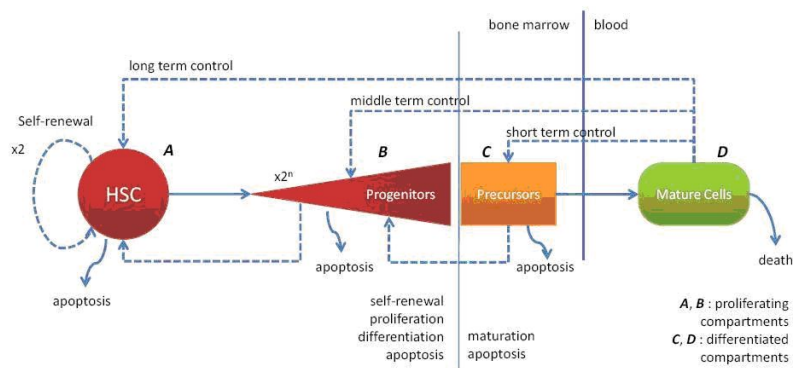

Figure 2. Scheme of Erythropoiesis Modelling. Without considering explicitly growth factor mediated regulation, all controls (proliferation, self-renewal, differentiation, apoptosis) are mediated by cell populations (dashed arrows). Mature cells can either regulate immature (HSC, progenitors) or almost mature (precursors) cells, precursors may act on progenitor dynamics, etc..

In order to couple the cellular behaviour to explicit molecular events, we will describe the events through a molecular network that is based upon the work of [42]. A first version of this model is shown in Figure 3 .

(ii) Immune response

We will focus on the production of T-cells during an immune response. This represents an important activity of the lymphoid branch, part of leucopoiesis (white blood cell production). Several models of the myeloid branch of leucopoiesis have been investigated in the frame of specific diseases (for instance cyclical neutropenia ([37], [34]), chronic myelogenous leukemia [39]).
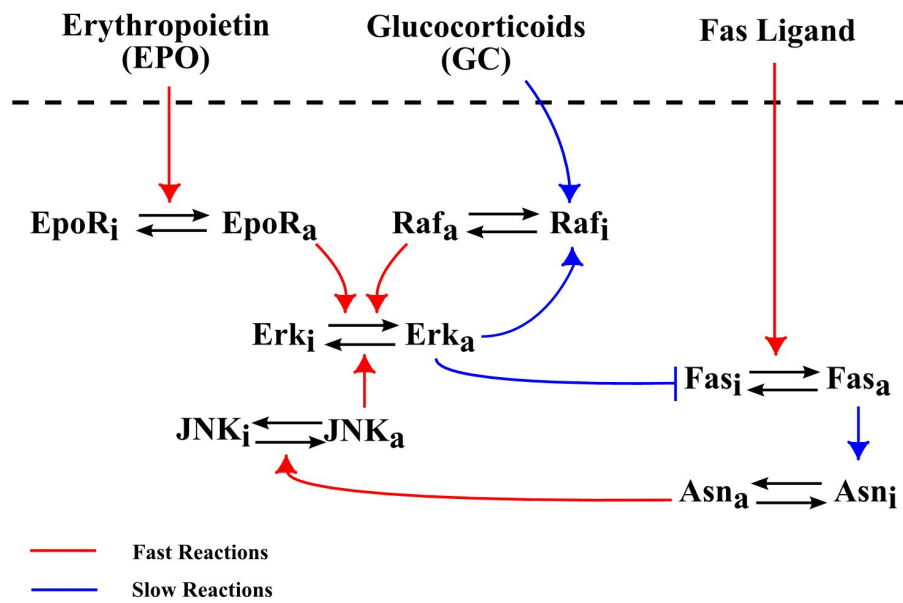
Figure 3. A schematic description of the intra-cellular molecular events that are relevant for decision making in an erythroid progenitor. The non active form of the protein is labeled i, the active form a. Blue lines indicate transcriptional regulation, red lines indicate biochemical regulation.

Time evolution of T-cell counts during an infection is well known: following the antigen presentation, the number of cells quickly increases (expansion), then decreases more slowly (contraction) and stabilizes around a value higher than the initial value. Memory cells have been produced, and will allow a faster response when encountering the antigen for a second time. Mechanisms that regulate this behaviour are however not well known.

A recent collaboration just started with immunologists (J. Marvel, Ch. Arpin) from the INSERM U851 in Lyon, who provide experimental data that are essential to assess the significance of models, based on strongly nonlinear ordinary differential equations, that can be proposed for T-cell production (Figure 4). By considering molecular events leading to cell activation when encountering a virus, we will propose a multi-scale model of the immune response.
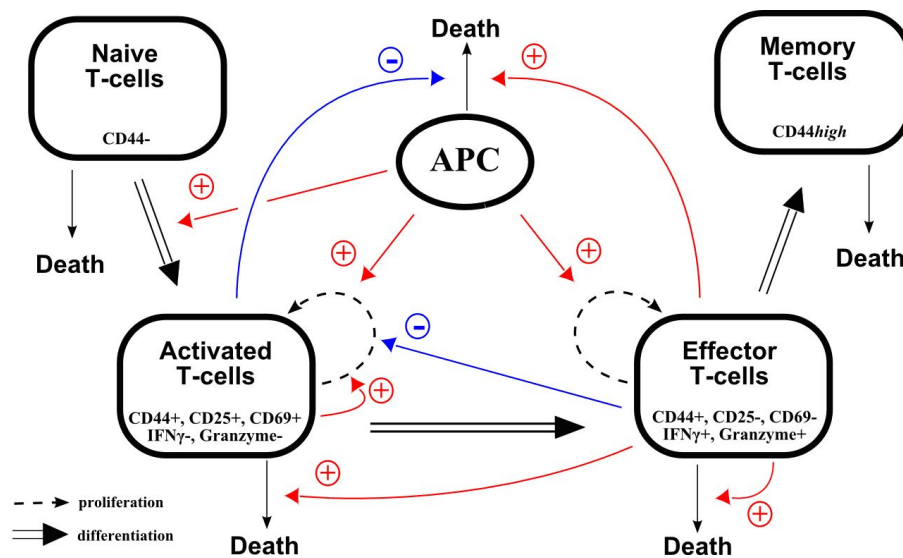

Figure 4. Model of the immune response resulting in the generation of CD8 memory T cells. The response starts with a viral infection resulting in the presentation of viral antigens through antigen presenting cells (APC) to naive T-cells. These latter, once activated, differentiate into activated cells which, under specific feedback loops will either die, differentiate into effector cells or self-renew. Differentiation of effector cells (killer cells) will result in the production of memory cells.

(iii) Coagulation: platelet lineage

Thrombopoiesis, the process of production and regulation of platelets, is similar to erythropoiesis although important differences are observed. These two processes have an immature progenitor (MEP) in common. Platelets are involved in blood coagulation, and can be the source of blood diseases (thrombopenia, thrombocytosis). Their production is mainly regulated by thrombopoietin (TPO), a growth factor similar to EPO.

It is important to mention that very few experimental data exist in the literature, and mathematical modelling of thrombopoiesis did not attract so much attention in the past 20 years. However, collaboration with some leading hematologists in this domain will allow us to get updated and new data regarding this process.

Deterministic models, in the form of structured transport partial differential equations, will be proposed to describe platelet dynamics, through the description of HSC, megakaryocytic progenitor and megacaryocyte (platelet precursor) compartments. Circulating TPO, regulated by platelets, will induce feedback loops in

thrombopoiesis, and we will investigate the dynamics of platelet production and emergence of platelet-related diseases.

4.2. Pathological hematopoiesis

The knowledge of hematopoiesis and related diseases has evolved to become a great deal in the past years, and Mackey's previous models (ref. [32]) do not allow us to correctly answer current questions that are clearly oriented toward the investigation of cell signalling pathways. These models nevertheless bring relevant ideas about the essential features of such modelling. It is also noteworthy that even though models of hematopoiesis have existed for quite a long time, their application to questions of explanation and prediction of hematopoiesis dynamics that are encountered in the clinic is still not sufficiently frequent, even though much progress has been achieved in the cooperation between hematologists and mathematicians [40]. This is in the optic of testable experimental predictions that the multi-scale model for pathological hematopoiesis will be developed. For instance, we will concentrate on myeloid leukemias (CML and AML) and their treatment.

4.2.1. Leukemia Modelling

(i) Chronic Myeloid Leukemia

The strong tyrosine kinase activity of the BCR-ABL protein is the basis for the main cell effects that are observed in CML: significant proliferation, anti-apoptotic effect, disruption of stroma adhesion properties, genomic instability. This explains the presence in CML blood of a very important number of cells belonging to the myeloid lineage, at all stages of maturation.

We will consider models based on ordinary differential equations for the action of the main intra- and extra-cellular proteins involved in CML (as BCR-ABL protein), and of transport equations (with or without delay, physiologically structured or not to represent healthy and leukemic cell populations, take into account many interactions between proteins (especially BCR-ABL), cells (anti-apoptotic effect, etc.), and their environment (disruption of stroma adhesion properties, for example). Transport pertains thus to cells from one compartment (or a group of compartments) to another compartment, with a determined speed of aging or maturation. These compartments may be detailed or not: the less mature are stem cells, then progenitor cells, etc.

(ii) Acute Myeloid Leukemia

The natural history of CML leads to its transformation ("blast crisis") in acute myeloid leukemia (AML), following supplementary genetic alterations that produce a maturation arrest (myeloid in $3/4$ of cases, lymphoid in $1/4$ of cases, confirming the insult to pluripotent stem cells), leading to an accumulation of immature cells in the bone marrow and in the general circulation, resulting in deep medullary impairment and fast fatal outcome, in spite of chemotherapy. This phenomenon is the same as the one observed in de novo AML, i.e., AML without a previous chronic phase.

The different modelling methods of AML will be similar to the ones described for CML, with some exceptions: the appearance of BCR-ABL mutations, which are not relevant in the case of AML, the appearance of a gene (spi-1) involved in the differentiation arrest, and constitutive activation of EPO receptor or Kit activating mutations promote proliferation and survival. This explains the accumulation of immature cells in the bone marrow and in the blood stream.

4.2.2. Treatment

As far as treatment of pathological hematopoiesis is concerned, two main strategies currently exist that aim at slowing down or eliminating damaged cell proliferation. The first of these strategies consists in launching the apoptotic process during the cell division cycle. This process is activated, for example when the cell is unable to repair damages, e.g., after exposure to cytostatic drugs. A typical example is apoptosis induced by chemotherapy-induced DNA damage: The damage is recognised by the cell, which then activates the sentinel protein p53 ("guardian of the genome") that arrests the cell cycle to allow, if possible, damage repair. If the latter is unrecoverable, then p53 activates the endogenous apoptotic processes.

The second strategy aims at pushing damaged cells toward the differentiation that has been stopped in the course of their genetic mutation. Since a few years back, a new approach has been developed around the strategy of differentiation therapy. This therapy relies on molecules (growth factors and specific cytokines) that are able to re-initialise the cell differentiation programs that have been modified during malignant transformation. The cancer that is most concerned by the development of this differentiation therapy is AML whose malignant cells present highly undifferentiated features and the ones that present a translocation responsible for the differentiation (PML/RAR of the promyelocytic form, AML1/ETO and CBFbeta/MyH11, involving Core Binding Factors alpha and beta).

Mathematical models based on ordinary differential equations will be developed to describe the action of drugs (in the two cases mentioned above). They will take into account interactions between drugs and their environment. Our goal will be the optimization of possible synergies between drugs acting on distinct cellular targets, and the control of resistances to these treatments as well as their toxicities.

Curative and palliative strategies must take into account the dynamics of healthy and leukemic hematopoietic cells at multiple scales. In time, from optimal scheduling of combination therapy (hours) to avoiding the development of resistances and relapse (months to years). In space, from the stem cell niche to circulating blood. In organization, from gene and signalling networks (JAK/STAT, BCR-ABL) to cell populations and cytokine regulation (EPO, CSFs). Several recent qualitative models have provided insight in the complex dynamics of the disease and the response to treatments. Many of these models focus on the control or regulation processes that promote homeostasis or oscillatory behavior in cell number. However, as A. Morley points out, "once the control-systems features of hematopoiesis are accepted, the ability to construct a model that shows oscillatory behavior, even if the model incorporates the latest advances in hematopoietic cell biology, really adds little new knowledge. Rather, the challenge to modellers would seem to be to provide detailed predictions for the input-output characteristics of the different parts of the various control systems so that these predictions can be tested by experimental hematologists and a truly quantitative description of hematopoiesis can emerge".

We propose for instance, to use models in the form of structured transport partial differential equations (with or without delay, physiologically structured or not) to represent the competition between target, resistant and healthy cell populations. The resulting models to describe the dynamic of these cell populations under the action of drugs are multi-scale systems of the form (Hyperbolic PDE)-ODE or DDE-ODE. For instance, we will develop mathematical models of chronotherapy and pharmacotherapy for CML and AML.

<p style="text-align:center;color:red;font-weight:bold;">E-MOTION Project-Team</p>

3. Application Domains

3.1. Introduction

The main applications of our research are those aiming at introducing advanced and secured robotized systems into human environments. In this context, we are focusing onto the following application domains: Future cars and transportation systems, Service and Human assistance robotics, and Potential spin-offs in some other application domains.

3.2. Future cars and transportation systems

Thanks to the introduction of new sensor and ICT technologies in cars and in mass transportation systems, and also to the pressure of economical and security requirements of our modern society, this application domain is quickly changing. Various technologies are currently developed by both research and industrial laboratories. These technologies are progressively arriving at maturity, as it is witnessed by the results of large scale experiments and challenges (e.g., Darpa Urban Challenge 2007) and by the fast development of ambitious projects such as the Google's car project. Moreover, the legal issue starts to be addressed (see for instance the recent laws in Nevada and in California authorizing autonomous vehicles on roads).

In this context, we are interested in the development of *ADAS*[1] systems aimed at improving comfort and safety of the cars users (e.g., ACC, emergency braking, danger warnings), and of *Fully Autonomous Driving* functions for controlling the displacements of private or public vehicles in some particular driving situations and/or in some equipped areas (e.g., automated car parks or captive fleets in downtown centers or private sites).

3.3. Service, intervention, and human assistance robotics

This application domain is currently quickly emerging, and more and more industrials companies (e.g., IS-Robotics, Samsung, LG) are now commercializing service and intervention robotics products such as vacuum cleaner robots, drones for civil or military applications, entertainment robots . . .). One of the main challenges is to propose robots which are sufficiently robust and autonomous, easily usable by non-specialists, and marked at a reasonable cost. A more recent challenge for the coming decade is to develop robotized systems for assisting elderly and/or disabled people. We are strongly involved in the development of such technologies, which are clearly tightly connected to our research work on robots in human environments.

3.4. Potential spin-offs in some other application domains

Our *Bayesian Programming* tools (including the functions for decision making under uncertainty) are also impacting a large spectrum of application domains such as autonomous systems, surveillance systems, preventive maintenance for large industrial plants, fraud detection, video games, etc. These application domains are covered by our start-up *Probayes*.

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[1] Advanced Driver Assistance Systems

<p style="text-align:center">**EXMO Project-Team**</p>

4. Application Domains

4.1. Application Domains

The main application context motivating our work is the "semantic web" infrastructure (§4.1.1), but it can be applied in any context where semantic technologies are used: semantic social networks, ambient intelligence, linked data, etc. [2].

4.1.1. Semantic web technologies

Internet technologies support organisations and people in accessing and sharing knowledge, often difficult to access in a documentary form. However, these technologies quickly reach their limits: web site organisation is expensive and full-text search inefficient. Content-based information search is becoming a necessity. Content representation will enable computers to manipulate knowledge on a more formal ground and to carry out similarity or generality search. Knowledge representation formalisms are good candidates for expressing content.

The vision of a "semantic web" [29] supplies the web, as we know it (informal) with annotations expressed in a machine-processible form and linked together. In the context where web documents are formally annotated, it becomes necessary to import and manipulate annotations according to their semantics and their use. Taking advantage of this semantic web will require the manipulation of various knowledge representation formats. Exmo concerns are thus central to the semantic web implementation. Our work aims at enhancing content understanding, including the intelligibility of communicated knowledge and formal knowledge transformations.

In addition, Exmo also considers a more specific use of semantic web technologies in semantic peer-to-peer systems, social semantic networks and ambient intelligence (see §6.3). In short, we would like to bring the semantic web to everyone's pocket. Semantic peer-to-peer systems are made of a distributed network of independent peers which share local resources annotated semantically and locally. This means that each peer can use its own ontology for annotating resources and these ontologies have to be confronted before peers can communicate. In social semantic networks, relationships between people are infered from relationships between knowledge they use. In ambient intelligence, applications have to reconcile device and sensor descriptions provided by independent sources.

Exmo's work can be implemented in software: in particular, we have developed an API for expressing ontology alignment (§5.1) and a library of ontology distances and similarities OntoSim (§5.2).

IBIS Project-Team (section vide)

<p style="text-align:center; color:red;">**IMAGINE Team**</p>

4. Application Domains

4.1. Application Domains

This research can be applied to any situation where users need to create new, imaginary, 3D content. Our work should be instrumental, in the long term, for the visual arts, from the creation of 3D films and games to the development of new digital planning tools for theatre or cinema directors. Our models can also be used in interactive prototyping environments for engineering. They can help promoting interactive digital design to scientists, as a tool to quickly express, test and refine models, as well as an efficient way for conveying them to other people. Lastly, we expect our new methodology to put digital modelling within the reach of the general public, enabling educators, media and other practitioners to author their own 3D content.

In practice, fully developing a few specialized interactive systems will be instrumental for testing our models. The multi-disciplinary expertise and professional background of our team members will ease the set up of projects in the domains listed below. The diversity of users these domains bring, from digital experts to other professionals and novices, will be excellent for validating our general methodology. Our ongoing projects in these various application domains are listed in Section 6.

- Visual arts
  - Modeling and animation for 3D films and games (François Faure, Marie-Paule Cani,)
  - Virtual cinematography and tools for theatre directors (Rémi Ronfard)
- Engineering
  - Industrial design (Stéfanie Hahmann, Jean-Claude Léon)
  - Mechanical & civil engineering (Jean-Claude Léon, François Faure)
- Natural Sciences
  - Virtual functional anatomy (Olivier Palombi, François Faure)
  - Virtual plants (Marie-Paule Cani, François Faure)
- Education and Creative tools
  - Sketch-based teaching (Olivier Palombi, Marie-Paule Cani)
  - Creative environments for novice users (Marie-Paule Cani, Jean-Claude Léon)

4. Application Domains

4.1. Application Domains

A solution to the general problem of visual recognition and scene understanding will enable a wide variety of applications in areas including human-computer interaction, retrieval and data mining, medical and scientific image analysis, manufacturing, transportation, personal and industrial robotics, and surveillance and security. With the ever expanding array of image and video sources, visual recognition technology is likely to become an integral part of many information systems. A complete solution to the recognition problem is unlikely in the near future, but partial solutions in these areas enable many applications. LEAR's research focuses on developing basic methods and general purpose solutions rather than on a specific application area. Nevertheless, we have applied our methods in several different contexts.

Semantic-level image and video access. This is an area with considerable potential for future expansion owing to the huge amount of visual data that is archived. Besides the many commercial image and video archives, it has been estimated that as much as 96% of the new data generated by humanity is in the form of personal videos and images [1], and there are also applications centering on on-line treatment of images from camera equipped mobile devices (e.g. navigation aids, recognizing and answering queries about a product seen in a store). Technologies such as MPEG-7 provide a framework for this, but they will not become generally useful until the required mark-up can be supplied automatically. The base technology that needs to be developed is efficient, reliable recognition and hyperlinking of semantic-level domain categories (people, particular individuals, scene type, generic classes such as vehicles or types of animals, actions such as football goals, etc). In a collaboration with Xerox Research Center Europe, supported by a CIFRE grant from ANRT, we study cross-modal retrieval of images given text queries, and vice-versa. In the context of the Microsoft-Inria collaboration we concentrate on retrieval and auto-annotation of videos by combining textual information (scripts accompanying videos) with video descriptors. In the EU FP7 project AXES we will further mature such video annotation techniques, and apply them to large archives in collaboration with partners such as the BBC, Deutsche Welle, and the Netherlands Institute for Sound and Vision.

Visual (example based) search. The essential requirement here is robust correspondence between observed images and reference ones, despite large differences in viewpoint or malicious attacks of the images. The reference database is typically large, requiring efficient indexing of visual appearance. Visual search is a key component of many applications. One application is navigation through image and video datasets, which is essential due to the growing number of digital capture devices used by industry and individuals. Another application that currently receives significant attention is copyright protection. Indeed, many images and videos covered by copyright are illegally copied on the Internet, in particular on peer-to-peer networks or on the so-called user-generated content sites such as Flickr, YouTube or DailyMotion. Another type of application is the detection of specific content from images and videos, which can, for example, be used for finding product related information given an image of the product. Transfer of such techniques is the goal of the start-up MilPix, to which our current technologies for image search are licensed. In a collaboration with Technosens we transfer face recognition technology, which they exploit to identify users of a system and adapt the interface to the user.

Automated object detection. Many applications require the reliable detection and localization of one or a few object classes. Examples are pedestrian detection for automatic vehicle control, airplane detection for military applications and car detection for traffic control. Object detection has often to be performed in less common imaging modalities such as infrared and under significant processing constraints. The main challenges are the relatively poor image resolution, the small size of the object regions and the changeable appearance of the objects. Our industrial project with MBDA is on detecting objects under such conditions in infrared images.

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[1] http://www.sims.berkeley.edu/research/projects/how-much-info/summary.html

MAVERICK Team

4. Application Domains

4.1. Introduction

Maverick is part of the research theme "Interaction and Visualization" at Inria. This research theme has historically been very successful inside Inria. It nicely connects industrial applications with fundamental research using advanced mathematics, algorithmic and computer science, and it connects computer science with other sciences such as physics, biology, medicine, environment, psychophysiology.

We envision Maverick at this crossroad. We have several industrial partnerships, with companies making video games (Eden Games), special effects for motion pictures (WetaFX), planetarium (RSA Cosmos), graphical edition software (Adobe), tomography (Digisens) or visualizing simulated data (EDF). The constraints and needs of our partners motivate new problems for us to solve. At the same time, we are looking into fundamental research problems, such as analysis of light transport, human perception, filtering and sampling.

The fundamental research problems we target are not necessarily "long term research": the computer graphics industry is very dynamic and can adopt (and adapt) a research paper in a matter of months if it sees benefits in it. The research problems we describe as "fundamental" correspond to high-risk, high-benefit research problems. Solving these problems would result in a significant breakthrough for the whole domain of Computer Graphics, both in research and in industry.

4.2. Illustration

Although it has long been recognized that the visual channel is one of the most effective means for communicating information, the use of computer processing to generate effective visual content has been mostly limited to very specific image types: realistic rendering, computer-aided cell animation, etc.

The ever-increasing complexity of available 3d models is creating a demand for improved image creation techniques for general illustration purposes. Recent examples in the literature include computer systems to generate road maps, or assembly instructions, where a simplified visual representation is a necessity.

Our work in expressive rendering and in relevance-guided rendering aims at providing effective tools for all illustration needs that work from complex 3d models. We also plan to apply our knowledge of lighting simulation, together with expressive rendering techniques, to the difficult problem of sketching illustrations for architectural applications.

4.3. Video-games and visualization

Video games represent a particularly challenging domain of application since they require both real-time interaction and high levels of visual quality. Moreover, video games are developed on a variety of platforms with completely different capacities. Automatic generation of appropriate data structures and runtime selection of optimal rendering algorithms can save companies a huge amount of development.

More generally, interactive visualization of complex data (e.g. in scientific engineering) can be achieved only by combining various rendering accelerations (e.g. visibility culling, levels of details, etc.), an optimization task that is hard to perform "by hand" and highly data dependent. One of Maverick' goals is to understand this dependence and automate the optimization.

4.4. Virtual heritage

Virtual heritage is a recent area which has seen spectacular growth over the past few years. Archeology and heritage exhibits are natural application areas for virtual environments and computer graphics, since they provide the ability to navigate 3D models of environments that no longer exist and can not be recorded on a videotape. Moreover, digital models and 3D renderings give the ability to enrich the navigation with annotations.

Our work on style has proved very interesting to architects who have a long habit of using hand-drawn schemas and wooden models to work and communicate. Wooden models can advantageously be replaced by 3D models inside a computer. Drawing, on the other hand, offers a higher level of interpretation and a richness of expression that are really needed by architects, for example to emphasize that such model is an hypothesis.

By investigating style analysis and expressive rendering, we could "sample" drawing styles used by architects and "apply" them to the rendering of 3D models. The computational power made available by computer assisted drawing can also lead to the development of new styles with a desired expressiveness, which would be harder to produce by hand. In particular, this approach offers the ability to navigate a 3D model while offering an expressive rendering style, raising fundamental questions on how to "animate" a style.

MESCAL Project-Team

4. Application Domains

4.1. On-demand Geographical Maps

Participant: Jean-Marc Vincent.

This joint work involves the UMR 8504 Géographie-Cité, LIG, UMS RIATE and the Maisons de l'Homme et de la Société.

Improvements in the Web developments have opened new perspectives in interactive cartography. Nevertheless existing architectures have some problems to perform spatial analysis methods that require complex calculus over large data sets. Such a situation involves some limitations in the query capabilities and analysis methods proposed to users. The HyperCarte consortium with LIG, Géographie-cité and UMR RIATE proposes innovative solutions to these problems. Our approach deals with various areas such as spatio-temporal modeling, parallel computing and cartographic visualization that are related to spatial organizations of social phenomena.

Nowadays, analysis are done on huge heterogeneous data set. For example, demographic data sets at nuts 5 level, represent more than 100.000 territorial units with 40 social attributes. Many algorithms of spatial analysis, in particular potential analysis are quadratic in the size of the data set. Then adapted methods are needed to provide "user real time" analysis tools.

4.2. Wireless Networks

Participants: Bruno Gaujal, Corinne Touati, Panayotis Mertikopoulos.

MESCAL is involved in the common laboratory between Inria and Alcatel-Lucent. Bruno Gaujal is leading the Selfnets research action. This action was started in 2008 and was renewed for four more years (from 2012 to 2016). In our collaboration with Alcatel we use game theory techniques as well as evolutionary algorithms to compute optimal configurations in wireless networks (typically 3G or LTE networks) in a distributed manner.

4.3. Cloud and Desktop Computing

Participants: Derrick Kondo, Arnaud Legrand, Olivier Richard.

The research of MESCAL on desktop grids has been very active and fruitful during the evaluation period. The main achievements concern the collection and statistical exploitation of traces in volunteer computing systems. Such models have enabled to optimize the behavior of volunteer computing systems or to extend the scope of their applicability. Such traces have also been used in SIMGRID to simulate volunteer computing systems at unprecedented scale.

<p style="text-align:center">**MISTIS Project-Team**</p>

4. Application Domains

4.1. Image Analysis

Participants: Christine Bakhous, Lotfi Chaari, Senan James Doyle, Thomas Vincent, Florence Forbes, Ludovic Leau-Mercier, Huu Giao Nguyen, Stéphane Girard, Kai Qin, Darren Wraith.

As regards applications, several areas of image analysis can be covered using the tools developed in the team. More specifically, in collaboration with team Perception, we address various issues in computer vision involving Bayesian modelling and probabilistic clustering techniques. Other applications in medical imaging are natural. We work more specifically on MRI data, in collaboration with the Grenoble Institute of Neuroscience (GIN) and LNAO from the NeuroSpin center of CEA Saclay. We also consider other statistical 2D fields coming from other domains such as remote sensing, in collaboration with Laboratoire de Planétologie de Grenoble. In the context of the ANR MDCO project Vahine, we work on hyperspectral multi-angle images. In the context of the "pole de competivite" project I-VP, we work of images of PC Boards.

4.2. Biology, Environment and Medicine

Participants: Thomas Vincent, Christine Bakhous, Lotfi Chaari, Senan James Doyle, Florence Forbes, Stéphane Girard, Jonathan El-Methni, Gildas Mazo, Angelika Studeny.

A second domain of applications concerns biology and medecine. We consider the use of missing data models in epidemiology. We also investigated statistical tools for the analysis of bacterial genomes beyond gene detection. Applications in population genetics and neurosiences are also considered. Finally, in the context of the ANR VMC project Medup, we study the uncertainties on the forecasting and climate projection for Mediterranean high-impact weather events.

4.3. Reliability

Participants: Jean-Baptiste Durand, Stéphane Girard.

Reliability and industrial lifetime analysis are applications developed through collaborations with the EDF research department and the LCFR laboratory (Laboratoire de Conduite et Fiabilité des Réacteurs) of CEA / Cadarache. We also consider failure detection in print infrastructure [16] through collaboration with Xerox, Meylan.

MOAIS Project-Team

4. Application Domains

4.1. Outline

The scientific methodology of MOAIS consists in:

- designing algorithms with provable performance on generic theoretical models. In particular we develop randomized algorithms for distributed scheduling and approximate multi-objective optimization theory..

- implementing and evaluating those algorithms with our main softwares:
    - Kaapi for fine grain scheduling of compute-intensive applications;
    - FlowVR for coarse-grain scheduling of interactive applications;
    - TakTuk, a tool for large scale remote executions deployment.
    - Triva, for the visualization of heterogeneous parallel executions.
    - KRASH, to generate reproducible CPU load on many-cores machines.

- customizing our softwares for their use in real applications studied and developed by other partners. Applications are essential to the validation and further development of MOAIS results. Application fields are: virtual reality and scientific computing (simulation, visualization, combinatorial optimization, biology, computer algebra). Depending on the application the target architecture ranges from MPSoCs (multi-processor system on chips), multicore and GPU units to clusters and heterogeneous grids. In all cases, the performance is related to the efficient use of the available, often heterogeneous, parallel resources.

MOAIS research is not only oriented towards theory but also focuses on applicative software and hardware platforms developed with external partners. Significant efforts are made to build, manage and maintain these platforms. We are involved with other teams in four main platforms:

- SOFA, a real-time physics simulation engine (http://www.sofa-framework.org/;
- Grimage, a 3D modeling and high performance 3D rendering platform (http://www.inrialpes.fr/grimage) and its evolution with the new Kinovis platform.
- Digitalis, a 780 core cluster based on Intel Nehalem processors and Infiniband network. Digitalis is used both for batch computations and interactive applications;
- Grid'5000, the exprimental national grid (http://www.grid5000.fr/).

4.2. Virtual Reality

Participants: Thierry Gautier, Bruno Raffin, Jean-Louis Roch.

We are pursuing and extending existing collaborations to develop virtual reality applications on PC clusters and grid environments:

- Real time 3D modeling. An on-going collaboration with the MORPHEO project focuses on developing solutions to enable real time 3D modeling from multiple cameras using a PC cluster. This work is tightly coupled to the FlowVR software. Our recent developments take two main directions:
    - to provide the user a high level of interaction and immersion in the mixed reality environment. This work is focused on the Grimage platform and its successor, the new equipex Kinovis managed by Morpheo team. The camera position and orientation need to be precisely known at anytime, requiring to develop on-line calibration approaches. The background subtraction cannot anymore be based on a static background learning for the mobile camera, required here too new algorithms.

– Distributed collaboration across distant sites. In the context of the ANR DALIAn we have developped a collaborative application where multiple users, distributed in several sites each using a real time 3D modeling platform, can meet in a virtual world with a user in Grenoble also using a similar platform. The main issues are related to data transfers that need to be carefully managed to ensure a good latency while keeping a good quality, and the development of new interaction paradigms. Focusing on distributed scientific simulation, we extend those technologies in the context of the FVNANO and PetaFlow contracts.

- Real time physical simulation. We are collaborating with the Imagine project on the SOFA simulation framework. Marie Durand a Ph.D. co-advised by François Faure (IMAGINE) and Bruno Raffin, works on parallelizing SOFA using the KAAPI programming environment. The challenge is to provide SOFA with a parallelization that is efficient (real-time) while not being invasive for SOFA programmers (usually not parallel programmer). We developed a first version using the Kaapi environment for SMP machines that relies on a mix of work-stealing and dependency graph analysis and partitioning. A second version targets machines with multiples CPUs and multiple GPUs. We extended the initial framework to support a work stealing based load balancing between CPUs and GPUs. It required to extend Kaapi to support heterogeneous tasks (GPU and CPU ones) and to adapt the work stealing strategy to limit data transfers between CPUs and GPUs (the main bottleneck for GPU computing).

- Distant collaborative work. We conduct experiments using FlowVR for running applications on Grid environments. Two kinds of experiments will be considered: collaborative work by coupling two or more distant VR environments ; large scale interactive simulation using computing resources from the grid. For these experiments, we are collaborating with the LIFO and the LABRI.

- Parallel cache-oblivious algorithms for scientific visualization. In collaboration with the CEA DAM, we have developed a cache-oblivious algorithm with provable performance for irregulars meshes. Based on this work, we are studying parallel algorithms that take advantage of the shared cache usually encountered on multi-core architectures (L3 shared cache) and of harware accelerators. In collaboration with EDF, we develop new parallel algorithms for scientific vizualization (eg VTK) on multicore (phD thesis of Mathias Ettinger). We are also considering adaptive algorithms to take advantage of the new trend of computers to integrate several computing units that may have different computing abilities (multicore arithmetic and graphical processing units, eventually integrated on one chip). We study balancing workload on multi GPU and CPU architectures for scientific visualization problems.

4.3. Code Coupling and Grid Programming

Participants: François Broquedis, Thierry Gautier, Jean-Louis Roch, Vincent Danjean, Frédéric Wagner.

Code coupling aim is to assemble component to build distributed applications by reusing legacy code. The objective here is to build high performance applications for cluster and grid infrastructures.

- **Grid programming model and runtime support.** Programming the grid is a challenging problem. The MOAIS Team has a strong knowledge in parallel algorithms and develop a runtime support for scheduling grid program written in a very high level interface. The parallelism from recursive divide and conquer applications and those from iterative simulation are studied. Scheduling heuristics are based on online work stealing for the former class of applications, and on hierarchical partitioning for the latter. The runtime support provides capabilities to hide latency by computation thanks to a non-blocking one-side communication protocol and by re-ordering computational tasks.

- **Grid application deployment.** To test grid applications, we need to deploy and start programs on all used computers. This can become difficult if the real topology involves several clusters with firewall, different runtime environments, etc. The MOAIS Team designed and implemented a new tool called `karun` that allows a user to easily deploy a parallel application wrote with the KAAPI software. This KAAPI tool relies on the `TakTuk` software to quickly launch programs on all nodes. The user only

needs to describe the hierarchical networks/clusters involved in the experiment with their firewall if any.

- **Visualization of grid applications execution.** The analysis of applications execution on the grid is challenging both because of the large scale of the platform and because of the heterogeneous topology of the interconnections. To help users to understand their application behavior and to detect potential bottleneck or load unbalance, the MOAIS team designed and implemented a tool named **Triva**. This tool proposes a new three dimensional visualization model that combines topological information to space time data collected during the execution. It also proposes an aggregation mechanism that eases the detection of application load unbalance.

4.4. Safe Distributed Computations

Participants: Vincent Danjean, Thierry Gautier, Clément Pernet, Jean-Louis Roch.

Large scale distributed platforms, such as the GRID and Peer-to-Peer computing systems, gather thousands of nodes for computing parallel applications. At this scale, component failures, disconnections (fail-stop faults) or results modifications (malicious faults) are part of operation, and applications have to deal directly with repeated failures during program runs. Indeed, since failure rate in such platform is proportional to the number of involved resources, the mean time between failure is dramatically decreased on very large size architectures. Moreover, even if a middleware is used to secure the communications and to manage the resources, the computational nodes operate in an unbounded environment and are subject to a wide range of attacks able to break confidentiality or to alter the resources or the computed results. Beyond fault-tolerancy, yet the possibility of massive attacks resulting in an error rate larger than tolerable by the application has to be considered. Such massive attacks are especially of concern due to Distributed Denial of Service, virus or Trojan attacks, and more generally orchestrated attacks against widespread vulnerabilities of a specific operating system that may result in the corruption of a large number of resources. The challenge is then to provide confidence to the parties about the use of such an unbound infrastructure. The MOAIS team addresses two issues:

- fault tolerance (node failures and disconnections): based on a global distributed consistent state , for the sake of scalability;
- security aspects: confidentiality, authentication and integrity of the computations.

Our approach to solve those problems is based on the efficient checkpointing of the dataflow that described the computation at coarse-grain. This distributed checkpoint, based on the local stack of each work-stealer process, provides a causally linked representation of the state. It is used for a scalable checkpoint/restart protocol and for probabilistic detection of massive attacks.

Moreover, we study the scalability of security protocols on large scale infrastructures. Within the SHIVA contract (global competitiveness cluster Minalogic in Grenoble) and in collaboration with C-S company, the Ph.D. of Ludovic Jacquin (coadvised with the PLANETE EPI) we developed a high-rate systematic ciphering platform based on the coupling of a multicore architecture with security components (FPGA and smart card) developed by industrial partners.

4.5. Embedded Systems

Participants: Jean-Louis Roch, Guillaume Huard, Denis Trystram, Vincent Danjean.

To improve the performance of current embedded systems, Multiprocessor System-on-Chip (MPSoC) offers many advantages, especially in terms of flexibility and low cost. Multimedia applications, such as video encoding, require more and more intensive computations. The system should be able to exploit the resources as much as possible to save power and time. This challenge may be addressed by parallel computing coupled with performant scheduling. On-going work focuses on developing the scheduling and monitoring technologies developed in MOAIS for embedded systems.

In the framework of our cooperation with STM (Miguel Santana) and within the SocTrace project, we are developping tools to manage distributed large scale traces. We especially focus on visualization, developping visual aggregation techniques (Phd Damien Dosimont, started in 2/2012 advised by Guillaume Huard in collaboration with Jean-Marc Vincent).

<h1 style="text-align:center; color:red">MOISE Project-Team</h1>

4. Application Domains

4.1. Introduction

The evolution of natural systems, in the short, mid, or long term, has extremely important consequences for both the global Earth system and humanity. Forecasting this evolution is thus a major challenge from the scientific, economic, and human viewpoints.

Humanity has to face the problem of **global warming**, brought on by the emission of greenhouse gases from human activities. This warming will probably cause huge changes at global and regional scales, in terms of climate, vegetation and biodiversity, with major consequences for local populations. Research has therefore been conducted over the past 15 to 20 years in an effort to model the Earth's climate and forecast its evolution in the 21st century in response to anthropic action.

With regard to short-term forecasts, the best and oldest example is of course **weather forecasting**. Meteorological services have been providing daily short-term forecasts for several decades which are of crucial importance for numerous human activities.

Numerous other problems can also be mentioned, like **seasonal weather forecasting** (to enable powerful phenomena like an El Niño event or a drought period to be anticipated a few months in advance), **operational oceanography** (short-term forecasts of the evolution of the ocean system to provide services for the fishing industry, ship routing, defense, or the fight against marine pollution), **air pollution** prediction systems, the prediction of **floods**, or the simulation of **mud flows** and **snow avalanches** for impact studies and regional planning.

As mentioned previously, mathematical and numerical tools are omnipresent and play a fundamental role in these areas of research. In this context, the vocation of MOISE is not to carry out numerical prediction, but to address mathematical issues raised by the development of prediction systems for these application fields, in close collaboration with geophysicists.

4.2. Oceanography and the Ocean-Atmosphere System

Participants: Eric Blayo, Pierre-Antoine Bouttier, Vincent Chabot, David Cherel, Laurent Debreu, Jérémie Demange, Marc Honnorat, Christine Kazantsev, Eugène Kazantsev, François-Xavier Le Dimet, Bénédicte Lemieux-Dudon, Xavier Meunier, Maëlle Nodet, Antoine Rousseau, Manel Tayachi, Arthur Vidard.

Multi-resolution, Coupling Methods, Data Assimilation, Ocean, Atmosphere

Understanding and forecasting the ocean circulation is currently the subject of an intensive research effort by the international scientific community. This effort was primarily motivated by the crucial role of the ocean in determining the Earth's climate, particularly from the perspective of global change. In addition, important recent research programs are aimed at developing operational oceanography, i.e. near real-time forecasting of ocean circulation, with applications for ship routing, fisheries, weather forecasting, etc. Another related field is coastal oceanography, dealing for example with pollution, littoral planning, or the ecosystems management. Local and regional agencies are currently very interested in numerical modelling systems for coastal areas.

Both ocean-alone models and coupled ocean-atmosphere models are being developed to address these issues. In this context, the MOISE project-team conducts efforts mainly on the following topics:

- *Multi-resolution approaches and coupling methods*: Many applications in coastal and operational oceanography require high resolution local models. These models can either be forced at their boundaries by some known data, or be dynamically coupled with a large-scale coarser resolution model. Such model interactions require specific mathematical studies on open boundary conditions, refinement methods (like mesh refinement or stochastic downscaling), and coupling algorithms. The latter have also to be studied in the context of ocean-atmosphere coupled systems.

- *Advanced numerical schemes*: Most ocean models use simple finite difference schemes on structured grids. We are seeking for better schemes allowing both accuracy and good conservation properties, and dealing with irregular boundaries and bottom topography.

- *Data assimilation methods for ocean modelling systems*: The main difficulties encountered when assimilating data in ocean or atmosphere models are the huge dimension of the model state vector (typically 10^6-10^8), the strongly nonlinear character of the dynamics, and our poor knowledge of model error statistics. In this context, we are developing reduced order sequential and variational data assimilation methods addressing the aforementioned difficulties. We are also working on the assimilation of lagrangian data, of sequences of images, and on the design of data assimilation methods for multi-resolution models and for coupled systems.

Most of these studies are led in strong interaction with geophysicists, in particular from the Laboratoire des Ecoulements Géophysiques et Industriels (LEGI, Grenoble).

4.3. Glaciology

Participants: Eric Blayo, Bertrand Bonan, Bénédicte Lemieux-Dudon, Maëlle Nodet, Habib Toye Mahamadou Kele.

Inverse Methods, Data Assimilation, Glaciology, Ice Core Dating

The study of past climate is a means of understanding climatic mechanisms. Drillings in polar ice sheets provide a huge amount of information on paleoclimates: correlation between greenhouse gases and climate, fast climatic variability during the last ice age, etc. However, in order to improve the quantitative use of the data from this archive, numerous questions remain to be answered because of phenomena occurring during and after the deposition of snow. An important research aim is therefore to optimally model ice sheets in the vicinity of drilling sites in order to improve their interpretation: age scale for the ice and for the gas bubbles, mechanical thinning, initial surface temperature and accumulation when snow is deposited, spatial origin of ice from the drilling.

In another respect, ice streams represent an important feature of ice flows since they account for most of the ice leaving the ice sheet (in Antarctic, one estimates that ice streams evacuate more than 70% of the ice mass in less than 10% of the coast line). Furthermore, recent observations showed that some important ice streams are presently accelerating. Thus, we seek to improve models of ice sheets, by developing data assimilation approaches in order to calibrate them using available observations.

Another objective is the evaluation of the state of the polar ice caps in the past, and their interactions with the other components of the earth climate, in order to forecast their evolution in the forthcoming centuries. The joint use of models and data, through data assimilation techniques, to improve system description is relatively new for the glaciological community. Therefore inverse methods have to be developed or adapted for this particular purpose.

By gaining and loosing mass, glaciers and ice-sheets are playing a key role in the sea level evolution. This is obvious when regarding past as, for example, collapse of the large northern hemisphere ice-sheets after the Last Glacial Maximum has contributed to an increase of 120 m of sea level. This is particularly worrying when the future is considered. Indeed, recent observations clearly indicate that important changes in the velocity structure of both Antarctic and Greenland ice-sheets are occurring, suggesting that large and irreversible changes may have been initiated. This has been clearly emphasized in the last report published by the Intergovernmental Panel on Climate Change (IPCC). IPCC has further insisted on the poor current knowledge of the key processes at the root of the observed accelerations and finally concluded that reliable projections of sea-level rise are currently unavailable. In this context, our general aim is to develop data assimilation methods related to ice flow modelling purpose, in order to provide accurate and reliable estimation of the future contribution of ice-sheets to Sea Level Rise.

Development of ice flow adjoint models is by itself a scientific challenge This new step forward is clearly motivated by the amount of data now available at both the local and the large scales.

4.4. River Hydraulics

Participants: Eric Blayo, Antoine Rousseau, Manel Tayachi.

Shallow Water (SW) models are widely used for the numerical modeling of river flows. Depending on the geometry of the domain, of the flow regime, and of the level of accuracy which is required, either 1D or 2D SW models are implemented. It is thus necessary to couple 1D models with 2D models when both models are used to represent different portions of the same river. Moreover, when a river flows into the sea/ocean (e.g. the Rhône river in the Mediterranean), one may need to couple a 2D SW with a full 3D model (such as the Navier-Stokes equations) of the estuary. These issues have been widely addressed by the river-engineering community, but often with somehow crude approaches in terms of coupling algorithms. This may be improved thanks to more advanced boundary conditions, and with the use of Schwarz iterative methods for example. We want to tackle these issues, in particular in the framework of a partnership with the French electricity company EDF.

MORPHEO Team

4. Application Domains

4.1. 4D modeling

Modeling shapes that evolve over time, analyzing and interpreting their motion has been a subject of increasing interest of many research communities including the computer vision, the computer graphics and the medical imaging communities. Recent evolutions in acquisition technologies including 3D depth cameras (Time-of-Light and Kinect), multi-camera systems, marker based motion capture systems, ultrasound and CT scans have made those communities consider capturing the real scene and their dynamics, create 4D spatio-temporal models, analyze and interpret them. A number of applications including dense motion capture, dynamic shape modeling and animation, temporally consistent 3D reconstruction, motion analyses and interpretation have therefore emerged.

4.2. Shape Analysis

Most existing shape analysis tools are local, in the sense that they give local insight about an object's geometry or purpose. The use of both geometry and motion clues makes it possible to recover more global information, in order to get extensive knowledge about a shape. For instance, motion can help to decompose a 3D model of a character into semantically significant parts, such as legs, arms, torso and head. Possible applications of such high-level shape understanding include accurate feature computation, comparison between models to detect defects or medical pathologies, and the design of new biometric models or new anthropometric datasets.

4.3. Human Motion Analysis

The recovery of dense motion information enables the combined analyses of shapes and their motions. Typical examples include the estimation of mean shapes given a set of 3D models or the identification of abnormal deformations of a shape given its typical evolutions. The interest arises in several application domains where temporal surface deformations need to be captured and analysed. It includes human body analyses for which potential applications with are anyway numerous and important, from the identification of pathologies to the design of new prostheses.

4.4. Interaction

The ability to build models of humans in real time allows to develop interactive applications where users interact with virtual worlds. The recent Kinect proposed by Microsoft illustrates this principle with game applications using human inputs perceived with a depth camera. Other examples include gesture interfaces using visual inputs. A challenging issue in this domain is the ability to capture complex scenes in natural environments. Multi-modal visual perception, e.g. depth and color cameras, is one objective in that respect.

NANO-D Team

4. Application Domains

4.1. Overview

NANO-D is *a priori* concerned with all applications domains involving atomistic representations, including chemistry, physics, electronics, material science, biology, etc.

Historically, though, our first applications have been in biology, as the next two sections detail. Thanks to the development of algorithms to efficiently simulate reactive force fields, as well as to perform interactive quantum mechanical calculations, however, we now have the possibility to address problems in chemistry, and physics.

4.2. Structural Biology

Structural biology is a branch of molecular biology, biochemistry, and biophysics concerned with the molecular structure of biological macromolecules, especially proteins and nucleic acids. Structural biology studies how these macromolecules acquire the structures they have, and how alterations in their structures affect their function. The methods that structural biologists use to determine the structure typically involve measurements on vast numbers of identical molecules at the same time, such as X-Ray crystallography, NMR, cryo-electron microscopy, etc. In many cases these methods do not directly provide the structural answer, therefore new combinations of methods and modeling techniques are often required to advance further.

We develop a set of tools that help biologists to model structural features and motifs not resolved experimentally and to understand the function of different structural fragments.

- Symmetry is a frequent structural trait in molecular systems. For example, most of the water-soluble and membrane proteins found in living cells are composed of symmetrical subunits, and nearly all structural proteins form long oligomeric chains of identical subunits. Only a limited number of symmetry groups is allowed in crystallography, and thus, in many cases the native macromolecular conformation is not present on high-resolution X-ray structures. Therefore, to understand the realistic macromolecular packing, modeling techniques are required.

- Many biological experiments are rather costly and time-demanding. For instance, the complexity of mutagenesis experiments grows exponentially with the number of mutations tried simultaneously. In other experiments, many candidates are tried to obtain a desired function. For example, about 250,000 candidates were tested for the recently discovered antibiotic Platensimycin. Therefore, there is a vast need in advance modeling techniques that can predict interactions and foresee the function of new structures.

- Structure of many macromolecules is still unknown. For other complexes, it is known only partially. Thus, software tools and new algorithms are needed by biologists to model missing structural fragments or predict the structure of those molecule, where there is no experimental structural information available.

4.3. Pharmaceutics and Drug Design

Drug design is the inventive process of finding new medications based on the knowledge of the biological target. The drug is most commonly an organic small molecule which activates or inhibits the function of a biomolecule such as a protein, which in turn results in a therapeutic benefit to the patient. In the most basic sense, drug design involves design of small molecules that are complementary in shape and charge to the biomolecular target to which they interact and therefore will bind to it. Drug design frequently relies on computer modeling techniques. This type of modeling is often referred to as computer-aided drug design.

Structure-based drug design attempts to use the structure of proteins as a basis for designing new ligands by applying accepted principles of molecular recognition. The basic assumption underlying structure-based drug design is that a good ligand molecule should bind tightly to its target. Thus, one of the most important principles for designing or obtaining potential new ligands is to predict the binding affinity of a certain ligand to its target and use it as a criterion for selection.

We develop new methods to estimate the binding affinity using an approximation to the binding free energy. This approximation is assumed to depend on various structural characteristics of a representative set of native complexes with their structure solved to a high resolution. We study and verify different structural characteristics, such as radial distribution functions, and their affect on the binding free energy approximation.

4.4. Nano-engineering

Step 0   Step 1   Step 2   Step 3   Final step - Side view   Final step - Top view
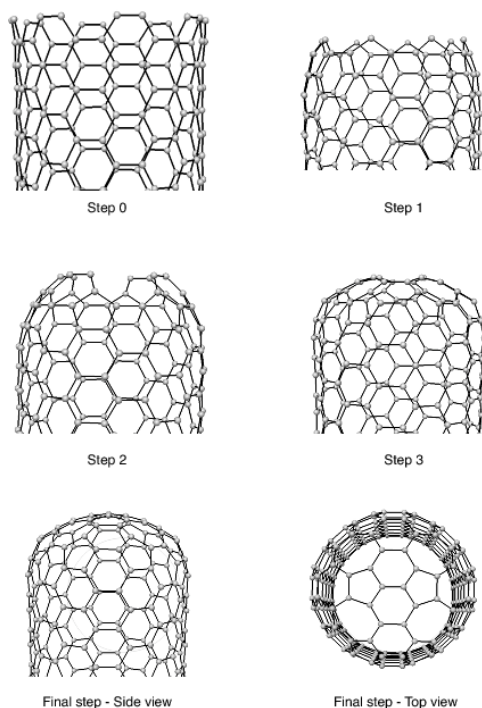
Figure 4. Snapshots of a nanotube capping process with the adaptive interactive modeler. Thanks to the adaptive methodology, this operation can be done in a few minutes.

The magazine Science has recently featured a paper demonstrating an example of DNA nanotechnology, where DNA strands are stacked together through programmable self-assembly. In February 2007, the cover of Nature Nanotechnology showed a "nano-wheel" composed of a few atoms only. Several nanosystems have already been demonstrated, including a wheelbarrow molecule, a nano-car and a Morse molecule, etc. Typically, these nanosystems are designed in part *via* quantum mechanics calculations, such as the semi-empirical ASED+ calculation technique.
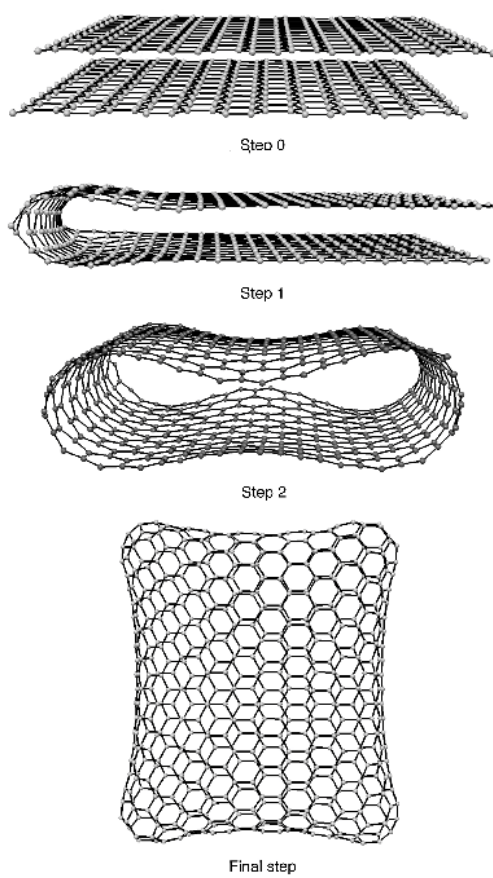
Figure 5. Different steps to prototype a "nano-pillow" with the adaptive interactive modeler.

Of course, not all small systems that currently fall under the label "nano" have mechanical, electronic, optical properties similar to the examples given above. Furthermore, current construction capabilities lack behind some of the theoretical designs which have been proposed. However, the trend is clearly for adding more and more functionality to nanosystems. While designing nanosystems is still very much an art mostly performed by physicists, chemists and biologists in labs throughout the world, there is absolutely no doubt that fundamental engineering practices will progressively emerge, and that these practices will be turned into quantitative rules and methods. Similar to what has happened with macroscopic engineering, powerful and generic software will then be employed to engineer complex nanosystems.

We have recently shown that our incremental and adaptive algorithms allow us to easily edit and model complex shapes, such as a nanotube (Fig. 4) and the "nano-pillow" below (Fig. 5).

NECS Project-Team

4. Application Domains

4.1. Application domains

Closing feedback loops around Wireless sensor networks offer new challenges and new opportunities for the area of control. Several new application areas can be enabled, or enhanced if systematic methods are developed for the design of NCS. Examples include:

- Intelligent transportation systems, where traffic flow or density can be measured using novel wireless technologies and used to determine control inputs such as on-ramp metering schemes and variable message signs.

- Intelligent buildings, where sensor information on CO_2 concentration, temperature, room occupancy, etc. can be used to control the heating, ventilation and air conditioning (HVAC) system under multi-objective considerations of comfort, air quality, and energy consumption.

- Disaster relief operations, where data collected by sensor networks can be used to guide the actions of rescue crews and operate automated rescue equipment.

- Surveillance using swarms of Uninhabited Aerial Vehicles (UAVs), where sensor information (from sensors on the ground and/or on-board the vehicles) can be used to guide the UAVs to accomplish their mission.

- Environmental monitoring and exploration using schools of Autonomous Underwater Vehicles (AUVs), where underwater sensors and communication are used to guide the AUVs.

- Infrastructure security and protection using smart camera networks, where the images collected are shared among the cameras and used to control the cameras themselves (pan-tilt-zoom) and ensure tracking of potential threat.

In particular, the team is already involved in the areas described in detail below.

4.2. Vehicular transportation systems

4.2.1. *Car industry*

Car industry has been already identified as a potential homeland application for NCS [67], as the evolution of micro-electronics paved the way for introducing distributed control in vehicles. In addition, automotive control systems are becoming the more complex and iterative, as more on-board sensors and actuators are made available through technology innovations. The increasing number of subsystems, coupled with overwhelming information made available through on-board and off-board sensors and communication systems, rises new and interesting challenges to achieve optimal performance while maintaining the safety and the robustness of the total system. Causes of such an increase of complexity/difficulties are diverse: interaction between several control sub-systems (ABS, TCS, ESP, etc.), loose of synchrony between sub-systems, limitations in the computation capabilities of each dedicate processor, etc. The team had several past collaborations with the car industry (Renault since 1992, and Ford). In addition, in the ANR project VOLHAND, in progress, the team works on developing a new generation of electrical power-assisted steering specifically designed for disabled and aged persons. More recently, a grant with IFP has been signed with the aim of studying the potential in terms of energy saving and traffic improvement of communicating vehicles.

4.2.2. Intelligent transportation systems

Throughout the world, roadways are notorious for their congestion, from dense urban network to large freeway systems. This situation tends to get worse over time due to the continuous increase of transportation demand whereas public investments are decreasing and space is lacking to build new infrastructures. The most obvious impact of traffic congestion for citizens is the increase of travel times and fuel consumption. Another critical effect is that infrastructures are not operated at their capacity during congestion, implying that fewer vehicles are served than the amount they were designed for. Using macroscopic fluid-like models, the NeCS team has initiated new researches to develop innovative traffic management policies able to improve the infrastructure operations. This activity is currently focused on automatic model calibration and traffic prediction, two important items to implement efficient Intelligent Transportation Systems (ITS) such as traffic responsive ramp metering and varying speed limit as well as producing relevant user information. The team is currently setting up a consortium with local authorities involved in traffic management to build to a demonstrator called GTL (Grenoble Traffic Lab). One target of this activity is to transfer part of the developed technology to a start-up named Karrus.

4.3. Underwater systems

Underwater systems, as presently used or intended by the offshore industry and marine research, are subject to severe technological constraints. In AUVs, the on-board power is limited and calls for both control and computing optimization. The links between the master and slave nodes use acoustic devices, which have a very low bandwidth and are subject to frequent transient loss, thus calling for sharing the decisional process among the nodes and for a robust implementation of the distributed control, taking into account the communication network features. These constraints together with the potential cost of failures make these systems good candidates for safe and flexible control, communication and computing co-design. The team already got a significant experience in this domain with a past collaboration with IFREMER and other EU projects. The projects CONNECT and FeedNetBack dealt with this type of problems (see 8.3.1.1).

4.4. Systems on chip

Achieving a good compromise between computing power and energy consumption is one of the challenge in embedded architecture of the future. This management is especially difficult for 45nm or 32nm known to be at the limit of the scalability. Automatic control loops have therefore to be designed in order to make the performance fit the requirement in order to minimize the energy loss in a context of highly unknown performance of the chip. The main objective is to control the computing power and the consumption using the voltage and frequency automatically according to the requirements of the OS. For this, appropriate sensors must be implemented on the chip and a high-performance repartition between hardware and software implementation must be made.

NUMED Project-Team

4. Application Domains

4.1. Stroke

Stroke is a very complex pathology, involving many different time scales and phenomena. Numed is currently developping various models to describe some important aspects of stroke.

4.1.1. Inflammation modelling

MA Dronne has designed a first model of inflammation at cellular level, based on ordinary differential equations. To take into account spatial phenomena, a first partial differential equation based model is under study. Together with Taissia Lelekov Boissard (post doc of the ANR contrat "AVC in silico"), they tried to find biological data to parametrize these models, and to build a basis of qualitative facts that must be reproduced by the model.

MA Dronne has also developped a collaboration with the Mario Negri institute (Milano) through the team "inflammation and nervous system diseases" (MG de Simoni). This teams currently runs in vivo experiments in rodent that should provide new data to investigate the temporal evolution of various variables of the model.

The study and validation of these two models of inflammation will continue with the study of in silico experiments which will simulate the action of various anti inflammatory drugs, acting at various levels of the inflammatory reaction, work in common with biologists (INSERM 842, neurooncologie et neuro inflammation, Lyon), with clinicians (Creatis, Umr 5515, Inserm U 630 Lyon).

4.1.2. Free radicals

A first model of free radical synthesis has been initiated by V. Lemesle (post doc of ANR AVC in silico). This model is under developpment with P. Vigneaux. A collaboration begins with Michel Plotkine (EA 2510 pharmacology of cerebral blood flow, Paris 5 university) to get experimental data on the temporal evolution of the various variables of the model.

This model will be used to manage in silico experiments in order to study the effects of various drugs.

4.1.3. Ionic motions

A mechanistic model of ionic motions has already been developped, studied and validated to study in silico the dual role of astrocytes during ischemia, and to study the effect of various ionic chanels blockers in man and roden.

This model is now used to study in silico the effect of the combination of several neuroprotectors acting on ionic channels, transporters or receptors. This work should help to understand antagonist or synergic effects of blockers.

4.1.4. Spreading depression

Spreading depressions are propagative waves which travel in brain during ischemia and which may have a major role in the extension of the ischemic core. Currently 3D computations in real geometry are run to study their speed and the role of brain anatomy in their propagation.

4.1.5. Apoptosis during stroke

A collaboration has begun with Christiane Charriaut Marlangue (INSERM U676, Hopital Robert Debré) to study the apoptotic cascade during stroke.
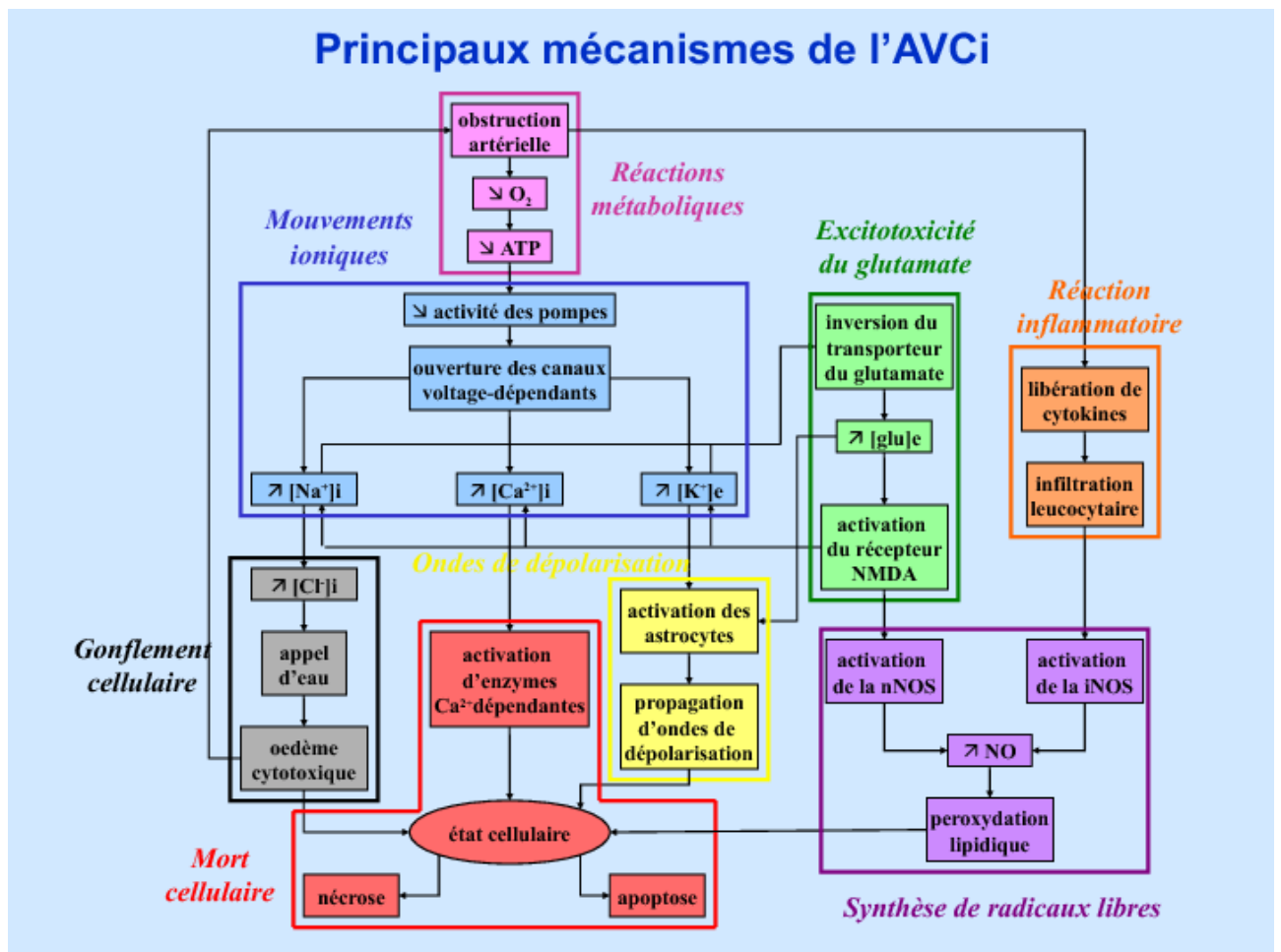
Figure 4. An example of a pdf map reconstructed by using geometrical methods in detecting landmarks

4.2. Oncology

4.2.1. Tumor growth in mice

Through a collaboration with University of Lyon and Lyon-Sud Hospital, we setup several mechanistic models to predict the evolution of tumor growth in mice including the complex biological process of angiogenesis. This work was presented at the eighteen PAGE (population approach group in Europe) meeting in Saint-Petersburg in June.
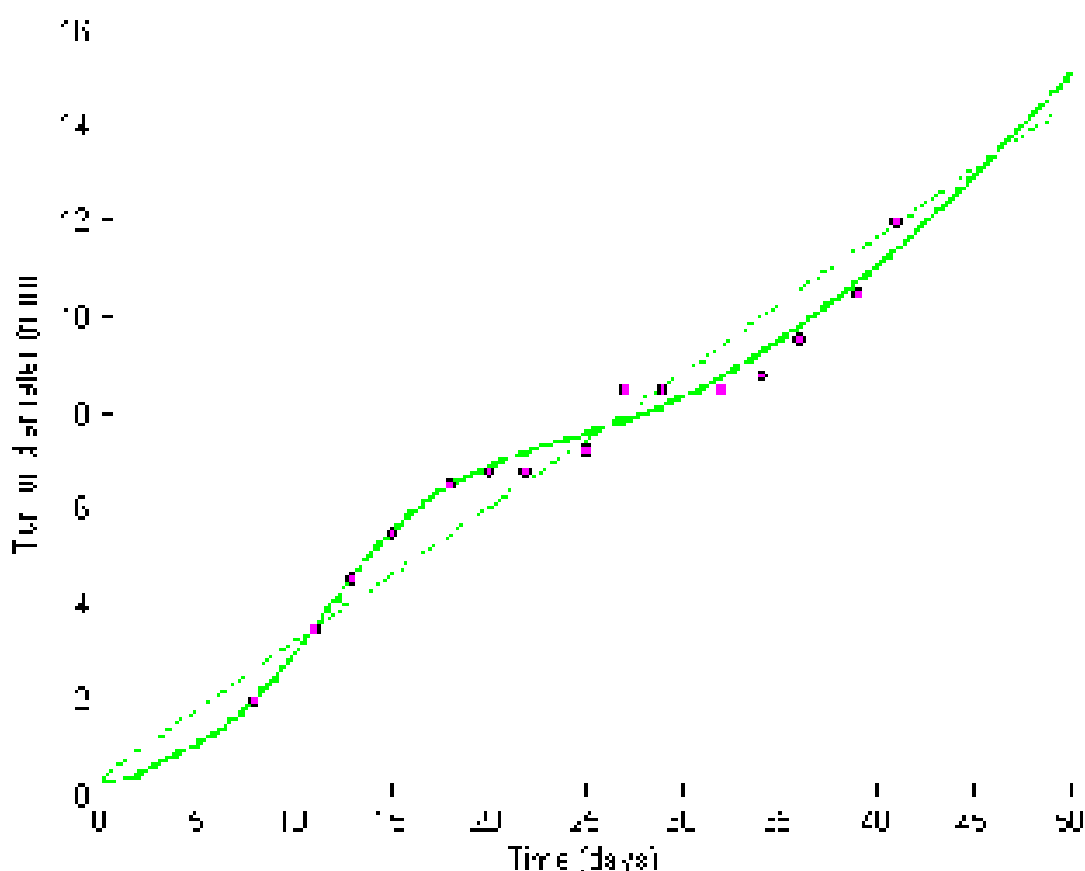

Figure 5. Modeling tumor growth in mice

4.2.2. Radioresistance

Within the framework of the project ETOILE, B. Bernard is part of the team that is building a predictive model of tumor responses to the conventional treatment and irradiation with carbon ions. During 2009, Branka has been working under supervision of Jean-Pierre Boissel and Benjamin Ribba. In collaboration with the group of Claire Rodriguez-Lafrasse (Radiobiology group, Hospital Lyon Sud), her research activities included the

analysis of microarray data from different head and neck cancer cell lines, irradiated with X-ray and carbon ions. They detected differences in the irradiation response of different cancer cell lines that underlie their different radiosensitivities. Within GRAAL project, a lot of radiobiological information will be acquired on a several glioma cell lines and cell lines representing healthy brain tissue. Therefore, our interest is to model the dynamics of the glioma tumor growth and its response to radiation therapy. At the moment, we are working on the estimation of parameters describing tumor growth and diffusion from the MRI images of glioblastoma patients (collaboration with Francois Ducray).

4.3. Virology

In collaboration with MERIAL SA and Edouard Heriot Hospital in Lyon, B. Ribba develops mathematical models to describe the dynamic of Feline immunodeficiency virus (FIV) in infected cats. A translational approach is developed in the context of parameter estimation for complex biologically-based model. He intensively uses mixed-effect modeling approaches and its SAEM algorithm implementation in MONOLIX (Inria Saclay).
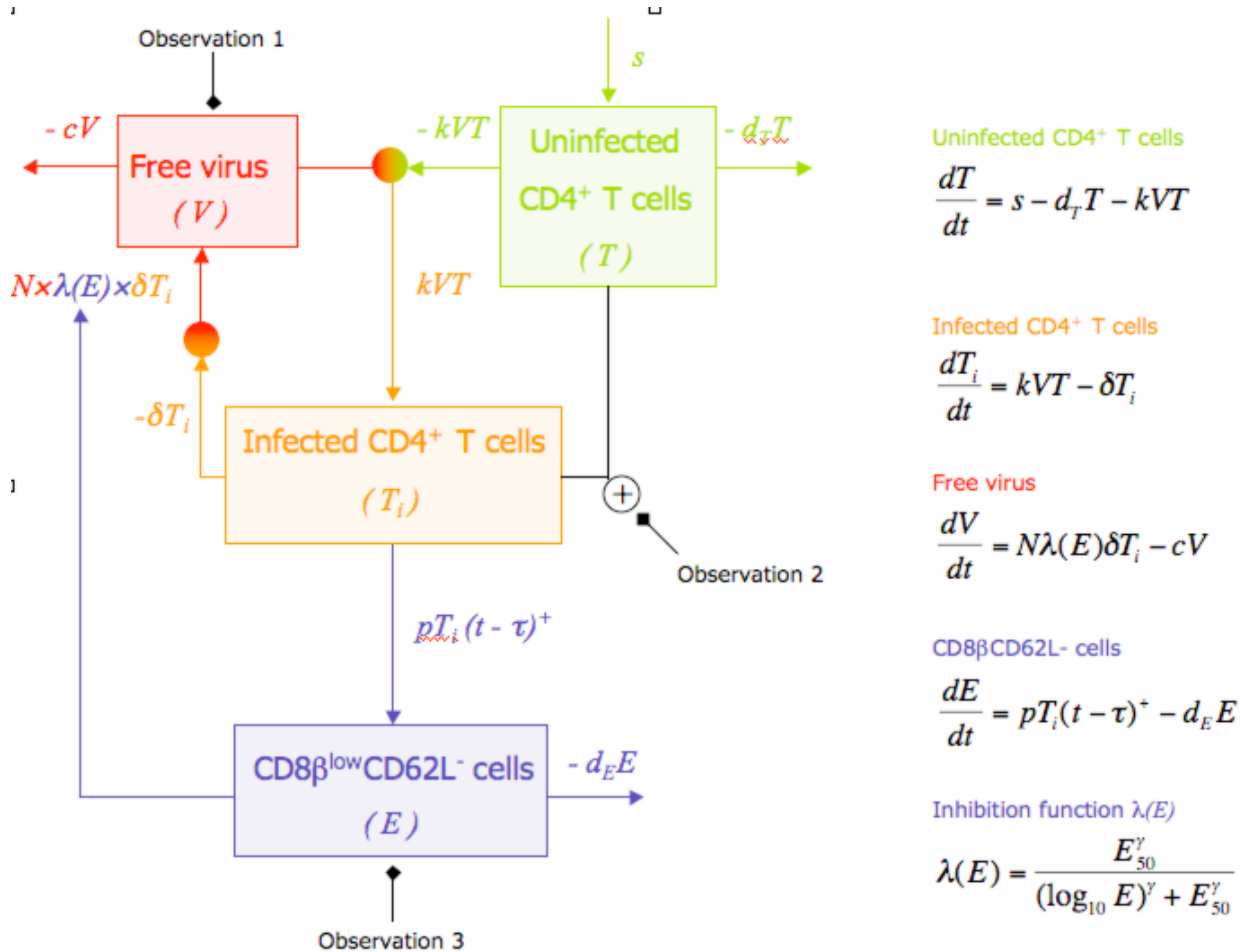

Figure 6. Model of FIV

4.4. Prion.

[In collaboration with M. Doumic (Inria Rocq.), P. Gabriel and B. Perthame (Paris 6) – ANR TOPPAZ]

We study mathematically and numerically the polymerization/fragmentation equation involved in prion aggregation. We have investigated first the case of a size-dependent polymerization rate motivated by recent experiments. We now focus on some issue in optimization of protocol. This is closely related to recent challenges in fitness optimization, and optimal control.

4.5. Atheroma

[In collaboration with N. Meunier (Paris 5)]

Following El Khatib et al. (2007) we have proposed a mathematical model for the inflammatory processes driving the growth of early atherosclerotic plaques. This model is coupled with blood flow, with particular emphasis on the influence of shear stress.

<h2 style="color:red; text-align:center">OPALE Project-Team</h2>

4. Application Domains

4.1. Aeronautics and space

The demand of the aeronautical industry remains very strong in aerodynamics, as much for conventional aircraft, whose performance must be enhanced to meet new societal requirements in terms of economy, noise (particularly during landing), vortex production near runways, etc., as for high-capacity or supersonic aircraft of the future. Our implication concerns shape optimization of wings or simplified configurations.

Our current involvement with Space applications relates to software platforms for code coupling.

4.2. Mechanical industry

A new application domain related to the parameter and shape optimization of mechanical structures is under active development. The mechanical models range from linear elasticity of 2D or 3D structures, or thin shells, to nonlinear elastoplasticity and structural dynamics. The criteria under consideration are multiple: formability, stiffness, rupture, fatigue, crash, and so on. The design variables are the thickness and shape, and possibly the topology, of the structures. The applications are performed in collaboration with world-leading industrials, and involve the optimization of the stamping process (Blank Force, Die and Tools shapes) of High Performance steel structures as well as the optimal design of structures used for packaging purposes (cans and sprays under high pressure). Our main contribution relies on providing original and efficient algorithms to capture Pareto fronts, using smart meta-modelling, and to apply game theory approaches and algorithms to propose stable compromise solutions (e.g. Nash equilibria).

4.3. Electromagnetics

In the context of shape optimization of antennas, we can split the existing results in two parts: the two-dimensional modeling concerning only the specific transverse mode TE or TM, and treatments of the real physical 3-D propagation accounting for no particular symmetry, whose objective is to optimize and identify real objects such as antennas.

Most of the numerical literature in shape optimization in electromagnetics belongs to the first part and makes intensive use of the 2-D solvers based on the specific 2-D Green kernels. The 2-D approach for the optimization of *directivity* led recently to serious errors due to the modeling defect. There is definitely little hope for extending the 2-D algorithms to real situations. Our approach relies on a full analysis in unbounded domains of shape sensitivity analysis for the Maxwell equations (in the time-dependent or harmonic formulation), in particular, by using the integral formulation and the variations of the Colton and Kreiss isomorphism. The use of the France Telecom software SR3D enables us to directly implement our shape sensitivity analysis in the harmonic approach. This technique makes it possible, with an adequate interpolation, to retrieve the shape derivatives from the physical vector fields in the time evolution processes involving initial impulses, such as radar or tomography devices, etc. Our approach is complementary to the "automatic differentiation codes" which are also very powerful in many areas of computational sciences. In Electromagnetics, the analysis of hyperbolic equations requires a sound treatment and a clear understanding of the influence of space approximation.

4.4. Biology and medicine

A particular effort is made to apply our expertise in solid and fluid mechanics, shape and topology design, multidisciplinary optimization by game strategies to biology and medicine. Two selected applications are privileged: solid tumors and wound healing.

Opale's objective is to push further the investigation of these applications, from a mathematical-theoretical viewpoint and from a computational and software development viewpoint as well. These studies are led in collaboration with biologists, as well as image processing specialists.

4.5. Traffic flow

The modeling and analysis of traffic phenomena can be performed at a macroscopic scale by using partial differential equations derived from fluid dynamics. Such models give a description of collective dynamics in terms of the spatial density $\rho(t,x)$ and average velocity $v(t,x)$. Continuum models have shown to be in good agreement with empirical data. Moreover, they are suitable for analytical investigations and very efficient from the numerical point of view. Finally, they contain only few variables and parameters and they can be very versatile in order to describe different situations encountered in practice.

Opale's research focuses on the study of macroscopic models of vehicular and pedestrian traffic, and how optimal control approaches can be used in traffic management. The project opens new perspectives of interdisciplinary collaborations on urban planning and crowd dynamics analysis.

4.6. Multidisciplinary couplings

Our expertise in theoretical and numerical modeling, in particular in relation to approximation schemes, and multilevel, multi-scale computational algorithms, allows us to envisage to contribute to integrated projects focused on disciplines other than, or coupled with fluid dynamics, such as structural mechanics, electromagnetics, biology and virtual reality, image processing, etc in collaboration with specialists of these fields. Part of this research is conducted in collaboration with ONERA.

<p style="text-align:center">**PERCEPTION Team**</p>

4. Application Domains

4.1. Human action recognition

We are particularly interested in the analysis and recognition of human actions and gestures. The vast majority of research groups concentrate on isolated action recognition. We address continuous recognition. The problem is difficult because one has to simultaneously address the problems of recognition and segmentation. For this reason, we adopt a per-frame representation and we develop methods that rely on dynamic programming and on hidden Markov models. We investigate two type of methods: one-pass methods and two-pass methods. One-pass methods enforce both within-action and between-action constraints within sequence-to-sequence alignment algorithms such as dynamic time warping or the Viterbi algorithm. Two-pass methods combine a per-action representation with a discriminative classifier and with a dynamic programming post-processing stage that find the best sequence of actions. These algorithms were well studied in the context of large-vocabulary continuous speech recognition systems. We investigate the modeling of various per-frame representations for action and gesture analysis and we devise one-pass and two-pass algorithms for recognition.

4.2. 3D reconstruction using TOF and color cameras

TOF cameras are active-light range sensors. An infrared beam of light is generated by the device and depth values can be measured by each pixel, provided that the beam travels back to the sensor. The associated depth measurement is accurate if the sensed surface sends back towards the sensor a fair percentage of the incident light. There is a large number of practical situations where the depth readings are erroneous: specular and bright surfaces (metal, plastic, etc.), scattering surfaces (hair), absorbing surfaces (cloth), slanted surfaces, e.g., at the bounding contours of convex objects which are very important for reconstruction, mutual reflections, limited range, etc. The resolution of currently available TOF cameras is of 0.3 to 0.5MP. Modern 2D color cameras deliver 2MP images at 30FPS or 5MP images at 15FPS. It is therefore judicious to attempt to combine the active-range and the passive-stereo approaches within a mixed methodology and system. Standard stereo matching methods provide an accurate depth map but are often quite slow because of the inherent complexity of the matching algorithms. Moreover, stereo matching is ambiguous and inaccurate in the presence of weakly textured areas. We develop TOF-stereo matching and reconstruction algorithms that are able to combine the advantages of the two types of depth estimation technologies.

4.3. Sound-source separation and localization

We explore the potential of binaural audition in conjunction with modern machine learning methods in order to address the problems of sound source separation and localization. We exploit the spectral properties of interaural cues, namely the interaural level difference (ILD) and the interaural phase difference (IPD). We have started to develop a novel supervised framework based on a training stage. During this stage, a sound source emits a broadband random signal which is perceived by a microphone pair embedded into a dummy head with a human-like head related transfer function (HRTF). The source emits from a location parameterized by azimuth and elevation. Hence, a mapping between a high-dimensional interaural spectral representation and a low-dimensional manifold can be estimated from these training data. This allows the development of various single-source localization methods as well as multiple-source separation and localization methods.

4.4. Audio-visual fusion for human-robot interaction

Modern human-robot interaction systems must be able to combine information from several modalities, e.g., vision and hearing, in order to allow high-level communication via gesture and vocal commands, multimodal dialogue, and recognition-action loops. Auditory and visual data are intrinsically different types of sensory data. We have started the development of a audio-visual mixture model that takes into account the heterogenous nature of visual and auditory observations. The proposed multimodal model uses modality specific mixtures (one mixture model for each modality). These mixtures are tied through latent variables that parameterize the joint audiovisual space. We thoroughly investigate this novel kind of mixtures with their associated efficient parameter estimation procedures.

<p style="text-align:center;color:red;font-weight:bold;font-size:larger;">PLANETE Project-Team</p>

4. Application Domains

4.1. Next Generation Networks

The next-generation network must overcome the limitations of existing networks and allow adding new capabilities and services. Future networks should be available anytime and anywhere, be accessible from any communication device, require little or no management overhead, be resilient to failures, malicious attacks and natural disasters, and be trustworthy for all types of communication traffic. Studies should therefore address a balance of theoretical and experimental researchs that expand the understanding of large, complex, heterogeneous networks, design of access and core networks based on emerging wireless and optical technologies, and continue the evolution of Internet. On the other hand, it is also highly important to design a next-generation Internet which we will call the "Future Internet" from core functionalities in order to ensure security and robustness, manageability, utility and social need, new computing paradigms, integration of new network technologies and higher-level service architectures.

To meet emerging requirements for the Internet's technical architecture, the protocols and structures that guide its operation require coordinated, coherent redesign. A new approach will require rethinking of the network functions and addressing a range of challenges. These challenges include, but are not limited to, the following examples:

- New models for efficient data dissemination;
- Coping with intermittent connectivity;
- The design of secured, privacy protecting, and robust networked systems;
- Understanding the Internet behavior;
- Building network evaluation platforms.

The following research directions are essential building blocks we are contributing to the future Internet architecture.

Towards Data-Centric Networking

From the Internet design, back to 1970, the resources to be addressed and localized are computers. Indeed, at that time there were few machines interconnected, and nobody believed this number would ever be larger than a few tens of thousand of machines. Moreover, those machines where static machines with well identified resources (e.g., a given hierarchy of files) that were explicitly requested by the users. Today, the legacy of this architecture is the notion of URLs that explicitly address specific resources on a specific machine. Even if modern architectures use caches to replicate contents with DNS redirection to make those caches transparent to the end-users, this solution is only an hack that do not solve today's real problem: Users are only interested in data and do not want anymore to explicitly address where those data are. Finding data should be a service offered by the network. In this context of data-centric network, which means that the network architecture is explicitly built to transparently support the notion of content, a data can be much more than a simple content. In such a network you can, of course, request a specific file without explicitly specifying its location, the network will transparently return the closest instance of the content. You can also request a specific service from a person without knowing its explicit network location. This is in particular the case of a VoIP or an instant messaging conversation. A data-centric architecture is much more than a simple modification of the naming scheme currently used in the Internet. It requires a major rethinking a many fundamental building blocks of the current Internet. Such networking architecture will however allow seamless handling of the tricky problematic of *episodic connectivity*. It also shifts the focus from transmitting data by geographic location, to *disseminating* it via named content. In the Planète project-team, we start to work on such data-centric architectures as a

follow-up and federating axe for three of our current activities (adaptive multimedia transmission protocols for heterogeneous networks, data dissemination paradigms and peer-to-peer systems). It is important to study such data-centric architectures considering in particular the corresponding naming problem, routing and resource allocation, reliable transport, data security and authentication, content storage.

Today's Internet is characterized by high node and link heterogeneity. Nodes may vary substantially in terms of their processing, storage, communication, and energy capabilities. They may also exhibit very different mobility characteristics, from static nodes to nodes that are considerably mobile (e.g., vehicles). Links may be wired or wireless and thus operate at widely varying rates and exhibit quite different reliability characteristics. One of the challenges of data-centric architecture is to provide access to data anytime anywhere in the presence of high degree of heterogeneity. This means that the network will not be connected all the time, due to a number of factors such as node mobility, link instability, power-aware protocols that, for example, turn nodes off periodically, etc. Additionally, disconnections may last longer than what "traditional" routing protocols (e.g., MANET routing) can handle. These types of network, a.k.a, intermittently connected networks, or even episodically connected networks, have recently received considerable attention from the networking research community. Several new routing paradigms have been proposed to handle possibly frequent, long-lived disconnections. However, a number of challenges remain, including: (1) The support of scalable and transparent integration with "traditional" routing mechanisms including wired infrastructure, infrastructure-based wireless and MANET routing. (2) The study of heuristics for selecting forwarding nodes (e.g., based on node's characteristics such as node's speed, node's resources, sociability level, node's historic, etc. (3) The design of unicast and multicast transmission algorithms with congestion and error control algorithms tailored for episodically connected networks and taking into account the intrinsic characteristics of flows. (4) The design of incentive-based mechanisms to ensure that nodes forward packets while preventing or limiting the impact of possible misbehaving nodes. The solutions proposed, which are likely to extensively use cross-layer mechanisms, will be evaluated using the methodology and the tools elaborated in our new *Experimental Platform* research direction.

On the other hand, multicast/broadcast content delivery systems are playing an increasingly important role in data-centric networking. Indeed, this is an optimal dissemination technology, that enables the creation of new commercial services, like IPTV over the Internet, satellite-based digital radio and multimedia transmission to vehicles, electronic service guide (ESG) and multimedia content distribution on DVB-H/SH networks. This is also an efficient way to share information in WiFi, WiMax, sensor networks, or mobile ad hoc infrastructures. Our goal here is to take advantage of our strong background in the domain to design an *efficient, robust (in particular in case of tough environments) and secure (since we believe that security considerations will play an increasing importance) broadcasting system*. We address this problem by focusing on the following activities: (1) The protocols and applications that enable the high level control of broadcasting sessions (like the FLUTE/ALC sessions) are currently missing. The goal is to enable the content provider to securely control the underlying broadcasting sessions, to be able to launch new sessions if need be, or prematurely stop an existing session and to have feedback and statistics on the past/current deliveries. (2) The AL-FEC building block remains the cornerstone on which the whole broadcasting system relies. The goal is to design and evaluate new codes, capable of producing a large amount of redundancy (thereby approaching rateless codes), over very large objects, while requiring a small amount of memory/processing in order to be used on lightweight embedded systems and terminals. (3) The security building blocks and protocols that aim at providing content level security, protocol level security, and network level security must be natively and seamlessly integrated. This is also true of the associated protocols that enable the initialization of the elementary building blocks (e.g. in order to exchange security parameters and keys). Many components already exist. The goal here is to identify them, know how to optimally use them, and to design/adapt the missing components, if any. (4) It is important seamlessly integrated these broadcasting systems to the Internet, so that users can benefit from the service, no matter where and how he is attached to the network. More precisely we will study the potential impacts of a merge of the broadcasting networks and the Internet, and how to address them. For instance there is a major discrepancy when considering flow control aspects, since broadcasting networks are using a constant bit rate approach while the Internet is congestion controlled.

When a native broadcasting service is not enabled by the network, data should still be able to be disseminated to a large population in a scalable way. A peer-to-peer architecture supports such an efficient data dissemination. We have gained a fundamental understanding of the key algorithms of BitTorrent on the Internet. We plan to continue this work in two directions. First, we want to study how a peer-to-peer architecture can be natively supported by the network. Indeed, the client-server architecture is not robust to increase in load. The consequence is that when a site becomes suddenly popular, it usually becomes unreachable. The peer-to-peer architecture is robust to increase in load. However, a native support in the network of this architecture is a hard problem as it has implications on many components of the network (naming, addressing, transport, localization, etc.). Second, we want to evaluate the impact of wireless and mobile infrastructures on peer-to-peer protocols. This work has started with the European project Expeshare. The wireless medium and the mobility of nodes completely change the properties of peer-to-peer protocols. The dynamics becomes even more complex as it is a function of the environment and of the relative position of peers.

Network security and Privacy

The Internet was not designed to operate in a completely open and hostile environment. It was designed by researchers that trust each other and security at that time was not an issue. The situation is quite different today and the Internet community has drastically expanded. The Internet is now composed of more than 300 millions computers worldwide and the trust relationship has disappeared. One of the reason of the Internet success is that it provides ubiquitous inter-connectivity. This is also one of the its main weakness since it allows to launch attacks and to exploit vulnerabilities in a large-scale basis. The Internet is vulnerable to many different attacks, for example, Distributed Denial-of Service (DDoS) attacks, epidemic attacks (Virus/Worm), spam/phishing and intrusion attacks. The Internet is not only insecure but it also infringes users' privacy. Those breaches are due to the Internet protocols but also to new applications that are being deployed (VoIP, RFID,...). A lot of research is required to improve the Internet security and privacy. For example, more research work is required to understand, model, quantify and hopefully eliminate (or at least mitigate) existing attacks. Furthermore, more and more small devices (RFIDs or sensors) are being connected to the Internet. Current security/cryptographic solutions are too expensive and current trust models are not appropriate. New protocols and solutions are required : security and privacy must be considered in the Internet architecture as an essential component. The whole Internet architecture must be reconsidered with security and privacy in mind. Our current activities in this domain are on security in wireless, ad hoc and sensor networks, mainly the design of new key exchange protocols and of secured routing protocols. We also work on location privacy techniques, authentication cryptographic protocols and opportunistic encryption. We plan to continue our research on wireless security, and more specifically on WSN and RFID security focusing on the design of real and deployable systems. We started a new research topic on the security of the Next-Generation Internet. The important goal of this new task is to rethink the architecture of the Internet with security as a major design requirement, instead of an after-thought.

Wireless Sensor Networks: A lot of work has been done in the area of WSN security in the last years, but we believe that this is still the beginning and a lot of research challenges need to be solved. On the one hand it is widely believed that the sensor networks carry a great promise: Ubiquitous sensor networks will allow us to interface the physical environment with communication networks and the information infrastructure, and the potential benefits of such interfaces to society are enormous, possibly comparable in scale to the benefits created by the Internet. On the other hand, as with the advent of the Internet, there is an important associated risk and concern: How to make sensor network applications resilient and survivable under hostile attacks? We believe that the unique technical constraints and application scenarios of sensor networks call for new security techniques and protocols that operate above the link level and provide security for the sensor network application as a whole. Although this represents a huge challenge, addressing it successfully will result in a very high pay-off, since targeted security mechanisms can make sensor network operation far more reliable and thus more useful. This is the crux of our work. Our goal here is to design new security protocols and algorithms for constrained devices and to theoretically prove their soundness and security. Furthermore, to

complement the fundamental exploration of cryptographic and security mechanisms, we will simulate and evaluate these mechanisms experimentally.

RFID: As already mentioned, the ubiquitous use of RFID tags and the development of what has become termed "the Internet of things" will lead to a variety of security threats, many of which are quite unique to RFID deployment. Already industry, government, and citizens are aware of some of the successes and some of the limitations or threats of RFID tags, and there is a great need for researchers and technology developers to take up some of daunting challenges that threaten to undermine the commercial viability of RFID tags on the one hand, or to the rights and expectations of users on the other. We will focus here on two important issues in the use of RFID tags: (1) *Device Authentication*: allows us to answer several questions such as: Is the tag legitimate? Is the reader a tag interacts with legitimate? (2) *Privacy*: is the feature through which information pertaining to a tag's identity and behavior is protected from disclosure by unauthorized parties or by unauthorized means by legitimate parties such as readers. In a public library, for example, the information openly communicated by a tagged book could include its title or author. This may be unacceptable to some readers. Alternatively, RFID- protected pharmaceutical products might reveal a person's pathology. Turning to authenticity, if the RFID tag on a batch of medicines is not legitimate, then the drugs could be counterfeit and dangerous. Authentication and privacy are concepts that are relevant to both suppliers and consumers. Indeed, it is arguable that an RFID deployment can only be successful if all parties are satisfied that the integrity between seller and buyer respects the twin demands of authentication and privacy. Our main goal here, therefore, is to propose and to prototype the design of cryptographic algorithms and secure protocols for RFID deployment. These algorithms and protocols may be used individually or in combination, and we anticipate that they will aid in providing authentication or privacy. One particular feature of the research in the RFID-AP project is that the work must be practical. Many academic proposals can be deeply flawed in practice since too little attention has been paid to the realities of implementation and deployment. This activity will therefore be notable for the way theoretical work will be closely intertwined with the task of development and deployment. The challenges to be addressed in the project are considerable. In particular there are demanding physical limits that apply to the algorithms and protocols that can be implemented on the cheapest RFID tags. While there often exist contemporary security solutions to issues such as authentication and privacy, in an RFID-based deployment they are not technically viable. And while one could consider increasing the technical capability of an RFID-tag to achieve a better range of solutions, the solution is not economically viable.

Next Generation Internet Security: The current Internet has reached its limits; a number of research groups around the world are already working on future Internet architectures. The new Internet should have built-in security measures and support for wireless communication devices, among other things. A new network design is needed to overcome unwanted traffic, malware, viruses, identity theft and other threats plaguing today's Internet infrastructure and end hosts. This new design should also enforce a good balance between privacy and accountability. Several proposals in the area have been made so far, and we expect many more to appear in the near future. Some mechanisms to mitigate the effects of security attacks exist today. However, they are far from perfect and it is a very open question how they will behave on the future Internet. Cyber criminals are very creative and new attacks (e.g. VoIP spam, SPIT) appear regularly. Furthermore, the expectation is that cyber criminals will move into new technologies as they appear, since they offer new attack opportunities, where existing countermeasures may be rendered useless. The ultimate goal of this research activity is to contribute to the work on new Internet architecture that is more resistant to today's and future security attacks. This goal is very challenging, since some of future attacks are unpredictable. We are analyzing some of the established and some of the new architectural proposals, attempting to identify architectural elements and patterns that repeat from one architectural approach to another, leading to understanding how they impact the unwanted traffic issue and other security issues. Some of the more prominent elements are rather easy to identify and understand, such as routing, forwarding, end-to-end security, etc. Others may well be much harder to identify, such as those related to data-oriented networking, e.g., caching. The motivation for this work is that the clean slate architectures provide a unique opportunity to provide built in security capabilities that would enable the prevention of phenomenon like unwanted traffic. New architectures will most likely introduce additional name-spaces for the different fundamental objects in the network and in particular for routing objects. These

names will be the fundamental elements that will be used by the new routing architectures and security must be a key consideration when evaluating the features offered by these new name-spaces.

Network Monitoring

The Planète project-team contributes to the area of network monitoring. Our focus is on the monitoring of the Internet for the purpose of access quality assessment, problem detection and troubleshooting. Indeed, in the absence of an advanced management and control plan in the Internet, and given the simplicity of the service provided by the core of the network and the increase in its heterogeneity, it is nowadays common that users experience a service degradation and are unable to understand the reasons for the access quality they perceive. Problems at the access can be in the form of a pure disconnection, a decrease in the bandwidth or an increase in the delay or loss rate of packets. Service degradation can be caused by protocol anomalies, an attack, an increase in the load, or simply a problem at the source or destination machines. Actually, it is not easy to diagnose the reasons for service degradation. Basic tools exist as ping and trace-route, but they are unable to provide detailed answers on the source of the problem nor on its location. From operator point of view, the situation is not better since an operator has only access to its own network and can hardly translate local information into end-to-end measurements. The increase in the complexity of networks as is the case of wireless mesh networks will not ease the life of users and operators. The purpose of our work in this direction is to study to which extent one can troubleshoot the current Internet and estimate the quality at the access either with end-to-end solutions or core network solutions. Our aim is to propose an architecture that allows end-users by collaborating together to infer the reasons for service degradation and to estimate the quality of access they perceive. This architecture can be purely end-to-end or can rely on some information from the core of the network as BGP routing information. We will build on this study to understand the limitations in the current Internet architecture and propose modifications that will ease the troubleshooting and make it more efficient in future network architectures. The proposed architecture will be the subject of validation over large scale experimental platforms as PlanetLab and OneLab.

Experimental Environment for future Internet architecture

The Internet is relatively resistant to fundamental change (differentiated services, IP multicast, and secure routing protocols have not seen wide-scale deployment). A major impediment to deploy these services is the need for coordination: an Internet service provider (ISP) that deploys the service garners little benefit until other domains follow suit. Researchers are also under pressure to justify their work in the context of a federated network by explaining how new protocols could be deployed one network at a time, but emphasizing incremental deployability does not necessarily lead to the best architecture. In fact, focusing on incremental deployment may lead to solutions where each step along the path makes sense, but the end state is wrong. The substantive improvements to the Internet architecture may require fundamental change that is not incrementally deployable.

Network virtualisation has been proposed to support realistic large scale shared experimental facilities such as PlanetLab and GENI. We are working on this topic in the context of the European OneLab project.

Testing on PlanetLab has become a nearly obligatory step for an empirical research paper on a new network application or protocol to be accepted into a major networking conference or by the most prestigious networking journals. If one wishes to test a new video streaming application, or a new peer-to-peer routing overlay, or a new active measurement system for geo-location of internet hosts, hundreds of PlanetLab nodes are available for this purpose. PlanetLab gives the researcher login access to systems scattered throughout the world, with a Linux environment that is consistent across all of them.

However, network environments are becoming ever more heterogeneous. Third generation telephony is bringing large numbers of handheld wireless devices into the Internet. Wireless mesh and ad-hoc networks may soon make it common for data to cross multiple wireless hops while being routed in unconventional ways. For these new environments, new networking applications will arise. For their development and evaluation, researchers and developers will need the ability to launch applications on endhosts located in these different environments.

It is sometimes unrealistic to implement new network technology, for reasons that can be either technological - the technology is not yet available -, economical - the technology is too expensive -, or simply pragmatical - e.g. when actual mobility is key. For these kinds of situations, we believe it can be very convenient and powerful to resort to emulation techniques, in which real packets can be managed as if they had crossed, e.g., an ad hoc network.

In our project-team, we work to provide a realistic environment for the next generation of network experiments. Such a large scale, open, heterogeneous testbed should be beneficial to the whole networking academic and industrial community. It is important to have an experimental environment that increases the quality and quantity of experimental research outcomes in networking, and to accelerate the transition of these outcomes into products and services. These experimental platforms should be designed to support both research and deployment, effectively filling the gap between small-scale experiments in the lab, and mature technology that is ready for commercial deployment. As said above, in terms of experimental platforms, the well-known PlanetLab testbed is gaining ground as a secure, highly manageable, cost-effective world-wide platform, especially well fitted for experiments around New Generation Internet paradigms like overlay networks. The current trends in this field, as illustrated by the germinal successor known as GENI, are to address the following new challenges. Firstly, a more modular design will allow to achieve federation, i.e. a model where reasonably independent Management Authorities can handle their respective subpart of the platform, while preserving the integrity of the whole. Secondly, there is a consensus on the necessity to support various access and physical technologies, such as the whole range of wireless or optical links. It is also important to develop realistic simulators taking into account the tremendous growth in wireless networking, so to include the many variants of IEEE 802.11 networking, emerging IEEE standards such as WiMax (802.16), and cellular data services (GPRS, CDMA). While simulation is not the only tool used for data networking research, it is extremely useful because it often allows research questions and prototypes to be explored at many orders-of-magnitude less cost and time than that required to experiment with real implementations and networks.

Simulations allow a fast evaluation process, fully controlled scenarios, and reproducibility. However, they lack realism and the accuracy of the models implemented in the simulators is hard to assess. Emulation allows controlled environment and reproducibility, but it also suffers from a lack of realism. Experiments allow more realistic environment and implementations, but they lack reproducibility and ease of use. Therefore, each evaluation technique has strengths and weaknesses. However, there is currently no way to combine them in a scientific experimental workflow. Typical evaluation workflows are split into four steps: topology description and construction, traffic pattern description and injection, trace instrumentation description and configuration, and, analysis based on the result of the trace events and the status of the environment during the experimentation. To achieve the integration of experimental workflows among the various evaluation platforms, the two following requirements must be verified:

- Reproducibility: A common interface for each platform must be defined so that a same script can be run transparently on different platforms. This also implies a standard way to describe scenarios, which includes the research objective of the scenario, topology description and construction, the description of the traffic pattern and how it is injected into the scenario, the description and configuration of the instrumentation, and the evolution of the environment during the experimentation

- Comparability: As each platform has different limitations, a way to compare the conclusions extracted from experiments run on different platforms, or on the same platform but with different conditions (this is in particular the case for the wild experimental platforms) must be provided.

Benchmarking is the function that provides a method of comparing the performance of various subsystems across different environments. Both reproducibility and comparability are essential to benchmarking. In

order to facilitate the design of a general benchmarking methodology, we plan to integrate and automate a networking experiments workflow within the OneLab platform. This requires that we:

- Automate the definition of proper scenario definition taking in consideration available infra-structure to the experiment.

- Automate the task of mapping the experimentation topology on top of the available OneLab topology. We propose to first focus on a simple one-to-one node and link mapping the beginning.

- Define and provide extensive instrumentation sources within the OneLab system to allow users to gather all interesting trace events for offline analysis

- Measure and provide access to "environment variables" which measure the state of the OneLab system during an experimentation

- Define an offline analysis library which can infer experimentation results and comparisons based on traces and "environment variables".

To make the use of these components transparent, we plan to implement them within a simulation-like system which should allow experiments to be conducted within a simulator and within the OneLab testbed through the same programming interface. The initial version will be based on the ns-3 programming interface.

<p style="text-align:center; color:red; font-weight:bold">POP ART Project-Team</p>

4. Application Domains

4.1. Industrial Applications

Our applications are in the embedded system area, typically: transportation, energy production, robotics, telecommunications, systems on chip (SoC). In some areas, safety is critical, and motivates the investment in formal methods and techniques for design. But even in less critical contexts, like telecommunications and multimedia, these techniques can be beneficial in improving the efficiency and the quality of designs, as well as the cost of the programmation and the validation processes.

Industrial acceptance of formal techniques, as well as their deployment, goes necessarily through their usability by specialists of the application domain, rather than of the formal techniques themselves. Hence our orientation towards the proposal of domain-specific (but generic) realistic models, validated through experience (*e.g.*, control tasks systems), based on formal techniques with a high degree of automation (*e.g.*, synchronous models), and tailored for concrete functionalities (*e.g.*, code generation).

4.2. Industrial Design Tools

The commercially available design tools (such as UML with real-time extensions, MATLAB/ SIMULINK/ dSPACE[12]) and execution platforms (OS such as VXWORKS, QNX, real-time versions of LINUX ...) starts now to provide besides their core functionalities design or verification methods. Some of them, founded on models of reactive systems, come close to tools with a formal basis, such as for example STATEMATE by iLOGIX.

Regarding the synchronous approach, commercial tools are available: SCADE[13] (based on LUSTRE), CONTROLBUILD and RT-BUILDER (based on SIGNAL) from GEENSYS[14] (part of DASSAULTSYSTEMES), specialized environments like CELLCONTROL for industrial automatism (by the INRIA spin-off ATHYS– now part of DASSAULTSYSTEMES). One can observe that behind the variety of actors, there is a real consistency of the synchronous technology, which makes sure that the results of our work related to the synchronous approach are not restricted to some language due to compatibility issues.

4.3. Current Industrial Cooperations

Regarding applications and case studies with industrial end-users of our techniques, we cooperate with STMicroelectronics on dynamic data-flow models of computation for streaming applications, dedicated to high definition video applications for their new STHORM manycore chip.

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[12]http://www.dspaceinc.com
[13]http://www.esterel-technologies.com
[14]http://www.geensoft.com

<p style="text-align:center; color:red;">**PRIMA Project-Team**</p>

4. Application Domains

4.1. The Smart Spaces Research Plateform

Participants: Rémi Barraquand, James Crowley [correspondant], Augustin Lux, Amaury Nègre, Patrick Reignier, Lukas Rummelhard, Dominique Vaufreydaz.

Smart Spaces, Observation of human activity, context aware systems and services.

Project PRIMA has recently moved to a new Smart Spaces Research Plateform in order to develop and test components and services for context aware human centered services. The Smart Spaces Research Plateform is a 50 Square Meter space equipped with a microphone array, wireless lapel microphones, wide angle surveillance cameras, panoramic cameras, steerable cameras, scanning range sensors and two camera-projector video-interaction devices, and a KNX smart electrical system. The microphone array is used as an acoustic sensor to detect, locate and classify acoustic signals for recognizing human activities. The wide-angle and panoramic cameras provide fields of view that cover the entire room, and allows detection and tracking of individuals. Steerable cameras are used to acquire video of activities from any viewing direction.

Context aware human centered services may categorized as tools, advisors, or media. Tool services are designed to perform a specific task or function as robustly as possible. If any adaptation is involved, it should serve to adapt the function to a changing environment. The user interface, and any interaction with users should be perfectly predictable. The degree to which the operation of a tool should be transparent, visible or hidden from the user is an open research question. Advisor services observe the users actions and environment in order to propose information on possible courses of actions. Advisors should be completely obedient and non-disruptive. They should not take initiatives or actions that cannot be overridden or controlled by the user. Media services provide interpersonal communications, entertainment or sensorial extension.

Examples of human centered tool services include:

> An activity log recording system that records the events and activities of an individual's daily activities.

> A service that integrates control of heating, air-conditioning, lighting, windows, window-shades, exterior awnings, etc to provide an optimum comfort level defined in terms of temperature, humidity, CO_2, acoustic noise and ambient light level.

> A service that manages the available stock of supplies in a home and orders supplies over the Internet to assure that the appropriate level of supplies are always available.

> A service to measure the walking rate, step size and posture of an elderly person to estimate health and predict the likelihood of a fall.

Some examples of advisor services include:

> A service that provides shopping advice about where and when to shop.

> A service that can propose possible menus based on the available food stuffs in the kitchen.

> A service that observes the activities of humans and appliances within the home and can suggest ways to reduce the cost of heating, electricity or communications.

> A service that observes lifestyle and can offer advice about improving health.

Some examples of media services include

> A service that maintains a sense of informal non-disruptive presence with distant family members.

> A robot device that communicates affection.

> A device that renders the surface temperature of wall, floors and windows to show energy consumption and loss within a house.

> Services that enable seamless tele-presence for communication with others

4.2. Ambient Services for Assisted Living

Participants: Rémi Barraquand, James Crowley, Frédéric Devernay, Amaury Nègre.

Ambient Assisted Living, Monitoring Services, Presence awareness.

The continued progress in extending life-span, coupled with declining birth rates have resulted in a growing number of elderly people with varying disabilities who are unable to conduct a normal life at home, thereby becoming more and more isolated from society. Governmental agencies including hospitals, healthcare institutions and social care institutions are increasingly overburdened with care of this growing population. Left unchecked, economic and man-power requirements for care of the elderly could well trigger a societal and economic crisis. There is an urgent societal need for technologies and services that allow elderly people to live autonomously in their own environments for longer periods. Smart environments provide a promising new enabling technology for such services.

Adapting smart environments to enhance the autonomy and quality of life for elderly require:

> Robust, plug-and-play sensor technologies monitor the activities and health of elderly in their own home environments.

> Easy to use communications services that allow people to maintain a sense of presence to avoid isolation without disrupting privacy or distracting attention from normal daily activities.

> Architectural frameworks that allow ad hoc composition of services from distributed heterogeneous components scattered throughout the environment.

> Distributed system architectures which allow the cooperation of independent emergency services to work together to provide emergency care,

> Technologies interpret activity to warn of loss of mobility or cognitive function.

> Engineering approaches for the customization/personalization/adaptation of living assistance systems at installation and run time,

> Social, privacy, ethical and legal safeguards for privacy and control of personal data.

4.3. 3-D video processing

Participants: Frédéric Devernay [correspondant], Sylvain Duchêne, Sergi Pujades-Rocamora, Matthieu Volat.

3-D display, Stereoscopy, View Interpolation, Auto-calibration

Stereoscopic cinema has seen a surge of activity in recent years, and for the first time all of the major Hollywood studios released 3-D movies in 2009. This is happening alongside the adoption of 3-D technology for sports broadcasting, and the arrival of 3-D TVs for the home. Two previous attempts to introduce 3-D cinema in the 1950s and the 1980s failed because the contemporary technology was immature and resulted in viewer discomfort. But current technologies such as accurately-adjustable 3-D camera rigs with onboard computers to automatically inform a camera operator of inappropriate stereoscopic shots, digital processing for post-shooting rectification of the 3-D imagery, digital projectors for accurate positioning of the two stereo projections on the cinema screen, and polarized silver screens to reduce cross-talk between the viewers left- and right-eyes mean that the viewer experience is at a much higher level of quality than in the past. Even so, creation of stereoscopic cinema is an open, active research area, and there are many challenges from acquisition to post-production to automatic adaptation for different-sized display [41], [43].

Until recently, in order to view stereoscopic 3-D video, the user had to wear special glasses. Recent advances in 3-D displays provide true 3-D viewing experience without glasses. These screens use either a micro-lenticular network or a parallax barrier placed in front of a standard LCD, plasma, or LED display, so that different viewpoints provide different images. If the characteristics of the network and the screen are carefully chosen, the user will perceive two different images from the viewpoints of the left and right eyes. Such glasses-free 3-D screens usually display between 8 and a few dozen different viewpoints.

When the 3-D scene which has to be displayed is computer-generated, it is usually not a problem to generate a few dozen viewpoints. But when a real scene has to displayed, one would have to shoot it through the same number of synchronized cameras as there are viewpoints in order to display it properly. This makes 3-D shooting of real scenes for glasses-free 3-D displays mostly unpractical. For this reason, we are developing high-quality view-interpolation techniques, so that the many different viewpoints can be generated from only a few camera positions [42].

Our research focuses on algorithms derived from Computer Vision and Computer Graphics, applied to live-action stereoscopic 3-D content production or post-production, including [40]:

Live monitoring of stereoscopic video: geometric image misalignment, depth budget (i.e. limits on horizontal disparity), left-right color balance, left-right depth-of-field consistency [59].

Live correction of stereoscopic video: correct the above defects in real-time when it is possible, with the help of GPU-based architectures.

Adaptation of the stereoscopic content to the display size and distance, to avoid divergence or geometric deformations [42].

Novel camera setups and algorithms for unconstrained stereoscopic shooting (especially when using long focal length).

Novel camera setups and algorithms for glasses-free 3D displays.

Stereoscopic inpainting.

Stereoscopic match-moving.

Compositing stereoscopic video and matte painting without green screen.

Relighting of stereoscopic video, especially when videos are composited.

4.4. User localization in large-scale Smart Spaces

Participants: Amaury Nègre, Lukas Rummelhard, Dominique Vaufreydaz [correspondant].

Multi-modal perception, Smart Spaces, Localisation.

Ad-hoc assemblies of mobile devices embedding sensing, display, computing, communications, and interaction provide an enabling technology for smart environments. In the PRIMA project we have adopted a component oriented programming approach to compose smart services for such environments. Common services for smart spaces include

Services to manage energy in building, including regulating temperature, illumination, and acoustic noise,

Ambient assisted living services to extend the autonomy of elderly and infirm,

Logistics management for daily living,

Communication services and tools for collaborative work,

Services for commercial environments,

Orientation and information services for public spaces, and

Services for education and training.

We are pursuing development of components based on the concept of "large-scale" smart space that is an intelligent environment which will be deployed on a large surface containing several buildings (as a university campus for example). We also define the "augmented man" concept as a human wearing one or many mobile intelligent wireless devices (telephone, Smartphone, pda, notebook). Using all these devices, one can use many different applications (read emails, browse the Internet, file exchange, etc.). By combining the concepts of large-scale perceptive environments and mobile computing, we can create intelligent spaces, it becomes possible to propose services adapted to individuals and their activities. We are currently focussing on two aspects of this problem: the user profile and the user location within a smart space.

A fundamental requirement for such services is the ability to perceive the current state of the environment. Depending on the nature of the service, environment state can require sensing and modeling the physical properties of the environment, the location, identity and activity of individuals within the environment, as well as the set of available computing devices and software components that compose the environment. All of these make up possible elements for context modeling.

Observing and tracking people in smart environments remains a challenging fundamental problem. Whether it is at the scale of a campus, of a building or more simply of a room, we can combine several additional localization levels (and several technologies) to allow a more accurate and reliable user perception system. Within the PRIMA project, we are currently experimenting with a multi-level localization system allowing variable granularity according to the available equipment and the precision required for the targeted service.

ROMA Team

3. Application Domains

3.1. Application of sparse direct solvers

Sparse direct (multifrontal) solvers in distributed-memory environments have a wide range of applications as they are used at the heart of many numerical methods in simulation: whether a model uses finite elements or finite differences, or requires the optimization of a complex linear or nonlinear function, one often ends up solving a linear system of equations involving sparse matrices. There are therefore a number of application fields, among which some of the ones cited by the users of our sparse direct solver MUMPS (see Section 4.1) are: structural mechanics, biomechanics, medical image processing, tomography, geophysics, ad-hoc networking modeling (e.g., Markovian processes), electromagnetics, fluid dynamics, econometric models, oil reservoir simulation, magneto-hydro-dynamics, chemistry, acoustics, glaciology, astrophysics, circuit simulation.

SARDES Project-Team (section vide)

<div align="center" style="color:red">SOCRATE Team</div>

4. Application Domains

4.1. Example of SDR applications

SDR concept is not new and many research teams have been working on its implementation and use in various contexts, however two elements are in favor of Socrate's orientation towards this technology:

1. The mobile SDR technology is becoming mature. Up to now, Software-Defined Radio terminals were too expensive and power consuming for mobile terminal, this should change soon. For instance, CEA's Magali platform has demonstrated part of LTE-Advanced standard recently. It is important for applied researchers to be ready when a new technology rises up, opening to many new software issues.

2. Rhône-Alpes is a strategic place for this emerging technology with important actors such as ST-Microelectronics, CEA, Minalogic and many smaller actors in informatics for telecommunication and embedded systems.

SDR technologies enables the following scenarios:

- *Transparent radio adaptation:* Depending on the available wireless protocols in the air (e.g. Wifi versus UMTS), a terminal may choose to communicate on the cheapest, or the fastest channel.
- *Radio resource allocation:* In order to minimize expensive manual cell planning and achieve "tighter" frequency reuse patterns, resulting in improved system spectral efficiency, dynamic radio resource management is a promising application of SDR.
- *White space:* By sensing the air, a terminal is able to communicate using a particular frequency which is not used even if it is reserved for another kind of application.
- *Cooperation:* Using the neighboring terminals, a user can reduce power consumption by using relay communication with the base station.
- *Saturated bands:* A fixed wireless object, e.g. a gas meter sending regular data through the air, might check if the frequency it uses is saturated and choose, alone or in a distributed manner with other gas meters, to use another frequency (or even protocol) to communicate.
- *Radars:* With numerical communications, passive radar technology is changing, these radars will have to be updated regularly to be able to listen to new communication standards.
- *Internet of things:* With the predicted huge venue of wireless object, some reconfigurability will be needed even on the simplest smart object as mentionned above for facing the band saturation problem or simply communicating in a new environment.

4.2. Public wireless access networks

The commercial markets for wireless technologies are the largest markets for SDR and cognitive radio. these markets includes i) the cellular market (4G, LTE), ii) the Wireless Local Area Network market (WLAN, e.g. Wifi), and iii) the Broadband Wireless Access market (e.g. WiMax). The key objective here is to improve spectrum efficiency and availability, and to enable cognitive radio and SDR to support multimedia and multi-radio initiatives.

The future mobile radio access network referred to as 4G (4th generation) is expected to provide a wireless access of 100 Mbps in extended mobility and up to 1Gbps in reduced mobility as defined by the group IMT-Advanced of the ITU-R(adiocommunication) section. On the road towards the 4G, IMT-2000 standards evolutions are driven by the work of the WiMAX forum (IEEE 802.16e) on the one hand and by those of the LTE (Long Term Evolution) group of the 3GPP on the other hand. Both groups announced some targeted evolutions that could comply with the 4G requirements, namely the Gigabit Wimax (802.16m) and the LTE-Advanced proposal from the 3GPP.

In both technologies, the scarcity of the radio spectrum is taken care of by the use of MIMO and OFDMA technologies, combining the dynamic spatial and frequency multiple access. However, a better spectral efficiency will be achieved if the radio spectrum can be shared dynamically between primary and secondary networks, and if the terminals are reconfigurable in real-time. Socrate is active in this domain because of its past activity in Swing and its links to the telecommunication teaching department of Insa. The developpement of the FIT plateform [36] is a strong effort in this area.

4.3. Military SDR and Public Safety

Military applications have developed specific solutions for SDR. In France, Thales is a major actor (e.g. project Essor defining inter-operability between European military radio) and abroad the Join Tactical Radio System, and Darpa focus on Mobile Ad-hoc Networks (MANETs) have brought important deliverables, like the Software Communications Architecture (SCA) for instance [37].

Recent natural disasters have brought considerable attention to the need of enhanced public safety communication abroad [35]. Socrate in not currently implied in any military or public safety research programs but is aware of the potential importance this domain may take in Europe in a near future.

4.4. Ambient Intelligence: WSN and IoT

Sensor networks have been investigated and deployed for decades already; their wireless extension, however, has witnessed a tremendous growth in recent years. This is mainly attributed to the development of wireless sensor networks (WSNs): a large number of sensor nodes, reliably operating under energy constraints. It is anticipated that within a few years, sensors will be deployed in a variety of scenarios, ranging from environmental monitoring to health care, from the public to the private sector. Prior to large-scale deployment, however, many problems have to be solved, such as the extraction of application scenarios, design of suitable software and hardware architectures, development of communication and organization protocols, validation and first steps of prototyping, etc. The Citi laboratory has a long experience in WSN which leaded recently to the creation of a start-up company, leaded by two former Citi members: HIKOB(http://openlab.hikob.com).

The Internet of Things (IoT) paradigm is defined as a very large set of systems interconnected to provide a virtual twin world interacting with the real world. In our work we will mostly focus on wireless systems since the wireless link is the single media able to provide a full mobility and ubiquitous access. Wireless IoT is not a reality yet but will probably result from the convergence between mobile radio access networks and wireless sensor networks. If radio access networks are able to connect almost all humans, they would fail to connect a potential of several billions of objects. Nevertheless, the mutation of cellular systems toward more adaptive and autonomous systems is on going. This is why Socrate develops a strong activity in this applicative area, with its major industrial partners: Orange Labs and Alcatel-Lucent Bell labs.

For instance, the definition of a *smart node* intermediate between a WSN and a complex SDR terminal is one of the research direction followed in Socrate, explicitly stated in the ADT Snow project. Other important contributions are made in the collaboration with SigFox and Euromedia and in the EconHome project.

4.5. Body Area Networks

Body Area Network is a relatively new paradigm which aims at promoting the development or wireless systems in, on and around the human body. Wireless Body Area Networks (BAN) is now a well known acronym which encompasses scenarios in which several sensors and actuators are located on or inside the human body to sense different data, e.g. physiological information, and transfer them wirelessly towards a remote coordination unit which processes, forwards, takes decisions, alerts, records, etc. The use of BAN spans a wide area, from medical and health care to sport through leisure applications, which definitely makes the definition of a standard air interface and protocol highly challenging. Since it is expected that such devices and networks would have a growing place in the society and become more stringent in terms of quality of service, coexistence issues will be critical. Indeed, the radio resource is known to be scarce. The recent regulation difficulties of UWB systems as well as the growing interest for opportunistic radios show that any new system

have to make an efficient use of the spectrum. This also applies to short range personal and body area network systems which are subject to huge market penetrations.

Socrate was involved in the Banet ANR project (2008-2010), in which we contributed to the development of a complete PHY/MAC standard in cooperation with Orange Labs and CEA Leti, who participated to the standardization group 802.15.6. Recently, Inria has been added as a partner the FET flagship untitled *Guardian Angels* (http://www.fet-f.eu/), an important european initiative to develop the BANs of the futur.

We consider that BANs will probably play an important role in the future of Internet as the multiple objects connected on body could also be connected to Internet by the mobile phone hosted by each human. Therefore the BAN success really depends on the convergence of WSN and radio access networks, which makes it a very interesting applicative framework for Socrate team.

<p style="text-align:center">STEEP Exploratory Action</p>

4. Application Domains

4.1. Urban economy and land use and transport modeling

Modern urban regions are highly complex entities. The understanding of the phenomena underlying urban sprawl and peri-urbanization is a key element to control the dynamics structuring urban space. Clearly, urban transport systems are intricately linked to urban structure and the distribution of activities, i.e., to land use. Urbanization generally implies an increase in travel demand. Cities have traditionally met this additional demand by expanding the transportation supply, through new highways and transit lines. In turn, an improvement of the accessibility of ever-farther land leads to an expansion of urban development, resulting in a significant feedback loop between transportation infrastructure and land use, one of the main causes of urban sprawl.

Several models have been developed in the field of urban economics to understand the complex relationship between transportation and land use and to facilitate the urban planning process. They enable the simulation of public policies and the quantification of indicators describing the evolution of urban structure. Key factors such as transport congestion, energy consumption, CO2 emissions etc., can be evaluated or estimated, and different urban development scenarios can be tested in a quantitative manner.

Yet, very few local authorities in charge of planning issues make use of these strategic models, mostly because they are difficult to calibrate and validate, two critical steps where systematic improvement would increase the level of confidence in the obtained results. These limitations prevent dissemination in local agencies. One goal of STEEP is therefore to meet the need of better calibration and validation strategies and algorithms. This research is the core of our projects CITiES (ANR Modèles Numériques) and TRACER (Ecos Nord Venezuela).

4.2. Ecological accounting and material flow analysis

One of the major issues in the assessment of the long-term sustainability of urban areas is related to the concept of "imported sustainability". Indeed, any city brings from the outside most of its material and energy resources, and rejects to the outside the waste produced by its activity. The modern era has seen a dramatic increase in both volume and variety of these material flows and consumption as well as in distance of origin and destination of these flows, usually accompanied by a spectacular increase in the associated environmental impacts. A realistic assessment of the sustainability of urban areas requires to quantify both local and distant environmental impacts; greenhouse gas emissions are only one aspect of this question.

In order to produce such an assessment for a given territory or urban area, one must first establish different types of ecological accounting: one must identify and quantify the different types of material and energy uses on the one hand, and the different types of impact associated to these uses. The first task is the object of Material Flow Analysis (MFA), while the second is more directly related to the logic of Life Cycle Analysis (LCA). One of the major challenges here is to obtain reliable MFA data at the region and *département* scales, either directly, or through appropriate disaggregation techniques.

The STEEP group has started a research program on this theme with three major aims in mind: 1) Creating a comprehensive database enabling such analyses; 2) Developing methodology and models resolving scaling issues, and developing algorithms allowing to rigorously and automatically obtain the adequate assessments; 3) Providing a synthetic analysis of environmental impacts associated to the major material flows, at various geographic levels (employment catchment area, *département* and *région*, for France). The database elaboration is already well underway, and apparently does not yet have any equivalent elsewhere in France. The impact evaluation and decision help strategy (i.e., evaluating alternative policy options in term of environmental impact) will be developed in collaboration with a private company ARTELIA, through a CIFRE PhD thesis that is scheduled to start early 2013, and will be based on existing LCA databases. The PhD student is co-directed with Denis Dupré from CERAG (Centre d'Etudes et de Recherches Appliquées à la Gestion).

4.3. Eco-system services

Long-term sustainability is closely related to the underlying ecosystems, on various fronts: production of renewable resources (either energy or biomass), waste and pollutant resorption, local and global climate regulations etc. These various functions constitute the "ecosystem services" provided to society by our natural environment.

The reduction of the adverse impacts of urban areas on the environment is linked not only to limiting urban sprawl and making more efficient use of the available resources, but also to developing a better grasp of the interrelations between urban/peri-urban areas and their agricultural and semi-natural surroundings. In particular, reducing distant impacts while making a better use of local resources is a major challenge for the coming decades.

In this context, the STEEP team is involved in a project bearing on the characterization of local Ecosystem Services NETworks (ESNET), piloted by LECA (*Laboratoire d'Ecologie Alpine*), and in collaboration with a number of other research laboratories (most notably, IRSTEA Grenoble) and a panel of local stakeholders; the scale of interest is typically a landscape (in the ecologic/geographic sense, i.e., a zone a few kilometers to a few tens of kilometers wide). The project aims at developing a generic modelling framework of ecosystem services, and studying their behavior under various scenarios of coupled urban/environment evolution. The contribution of the STEEP team is centered on the Land Use/Land Cover Change (LUCC) model that will be one of the major building blocks of the whole model, with the help of specifically hired personal.

The project has been supported by FRB (*Fondation pour la Recherche en Biodiversité*) and will be funded by ONEMA (*Office National de l'Eau et des Milieux Aquatiques*) for the three years of its duration.

<div align="center">

URBANET Team

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4. Application Domains

4.1. Smart infrastructure

Unlike the communication infrastructure that went through a continuous development in the last decades, the distribution networks in our cities, whether we are talking about water, gas, or electricity, are still based on 19th century infrastructure. With the introduction of new methods for producing renewable but unpredictable energy and with the increased attention towards environmental problems, modernizing distribution networks becomes one of the major concerns in the urban world. An essential component of these enhanced systems is their integration with information and communications technology, the result being a smart distribution infrastructure, with improved efficiency and reliability. This evolution is mainly based on the increased deployment of automatic equipment and the use of machine-to-machine and sensor-to-actuator communications that would allow taking into account the behavior and needs of both consumers and suppliers.

Another fundamental urban infrastructure is the transportation system. The progress achieved by the transportation industry over the last century has been an essential factor in the development of today's urban society, while also triggering the birth and growth of other economic branches. However, the current transportation system has serious difficulties coping with the continuous growth in the number of vehicles, especially in an urban environment. As a major increase in the capacity of a city road infrastructure, already in place for tens or even hundreds of years, would imply dissuasive costs, the more realistic approach is to optimize the use of the existing transportation system. As in the case of distribution networks, the intelligence of the system will be obtained by the integration of information and communication capabilities. However, for smart transportation the challenges are somehow different, because the intelligence is no longer limited to the infrastructure, but propagates to vehicles themselves. Moreover, the degree of automation is reduced in transportation systems, as most actions resulting in reduced road congestion, higher reliability or improved safety must come from the human driver (at least in the foreseeable future).

Finally, smart spaces are becoming an essential component of our cities. The classical architectural tools used to design and shape the urban environment are more and more challenged by the idea of automatically modifying private and public spaces in order to adapt to the requirements and preferences of their users. Among the objectives of this new urban planning current, we can find the transformation of the home in a proactive health care center, fast reconfigurable and customizable workplaces, or the addition of digital content in the public spaces in order to reshape the urban scene. Bringing these changing places in our daily lives is conditioned by a major shift in the construction industry, but it also involves important advancements in digital infrastructure, sensing, and communications

4.2. Urban sensing

Urban sensing can be seen as the same evolution of the environment digitalization as social networking has been for information flows. Indeed, besides dedicated and deployed sensors and actuators, still required for specific sensing operations such as the real-time monitoring of pollution levels, there is a wide range of relevant urban data that can be collected without the need for new communication infrastructures, leveraging instead on the pervasiveness of smart mobile terminals. With more than 80% of the population owning a mobile phone, the mobile market has a deeper penetration than electricity or safe drinking water. Originally designed for voice transmitted over cellular networks, mobile phones are today complete computing, communication and sensing devices, offering in a handheld device multiple sensors and communication technologies.

Mobile devices such as smartphones or tablets are indeed able to gather a wealth of informations through embedded cameras, GPS receivers, accelerometers, and cellular, WiFi and bluetooth radio interfaces. When collected by a single device, such data may have small value per-se, however its fusion over large scales could prove critical for urban sensing to become an economically viable mainstream paradigm.

This is even more true when less traditional mobile terminals are taken into account: privately-owned cars, public transport means, commercial fleets, and even city bikes are starting to feature communication capabilities and the Floating Car Data (FCD) they generate can bring a dramatic contribution to the cause of urban sensing. Indeed, other than enlarging the sensing scope even further, e.g., through Electronic Control Units (ECUs), these mobile terminals are not burdened by strong energy constraints and can thus significantly increase the granularity of data collection.

This data can be used by authorities to improve public services, or by citizens who can integrate it in their choices. However, in order to kindle this hidden information, important problems related to data gathering, aggregation, communication, data mining, or even energy efficiency need to be solved.

4.3. User-centric services

What is the most disobeyed traffic sign in your city? How does the level of pollution on your street compare with the one in other neighborhoods? How long is the queue at that exhibition you were planning to attend today? Combining location awareness and data recovered from multiple sources like social networks or sensing devices can provide answers to all these questions, making visible previously unknown characteristics of the urban environment.

Beyond letting their own devices or vehicles autonomously harvest data from the environment through embedded or onboard sensors, mobile users can actively take part in the participatory sensing process because they can, in return, benefit from citizen-centric services which aim at improving their experience of the urban life. Crowdsourcing applications have the potential to turn citizens into both sources of information and interactive actors of the city. It is not a surprise that emerging services built on live mobile user feedback are rapidly meeting a large success.

In particular, improving everyone's mobility is probably one of the main services that a smart city shall offer to its inhabitants and visitors. This implies providing, through network broadcast data or urban smart-furniture, an accurate and user-tailored information on where people should head in order to find what they are looking for (from a specific kind of shop to a free parking slot), on their current travel time estimates, on the availability of better alternate means of transport to destination. Depending on the context, such information may need to be provided under hard real-time constraints, e.g., in presence of road accidents, unauthorized public manifestations, or delayed public transport schedules.

In some cases, information can also be provided to mobile users so as to bias or even enforce their mobility: drivers can be alerted of the arrival of an emergency vehicle so that they leave the leftmost lane available, or participants leaving vast public events can be directed out of the event venue through diverse routes displayed on their smartphones so as to dynamically balance the pedestrian flows and reduce their waiting times.

<p style="text-align:center; color:red;">**WAM Project-Team**</p>

4. Application Domains

4.1. Introduction

Broadly speaking, the main application domain of our research is the web and its numerous applications. This includes the recent evolutions of the web, with a special attention paid to the mobile web, the multimedia web, and the web as a platform for applications. The goal of our research is to enable new multimedia and mobile applications that can be deployed easily on the web, taking advantage of the existing infrastructure and the latest advances in web technology.

More specifically, our work this year has focused on two main application domains: web development and pedestrian navigation.

4.2. Web Development

Current content representation practices and programming methods for the web remain severely limited. Designing web applications is becoming increasingly complex as it relies more and more on a jungle of programming languages, tools and data formats, each targeted toward the different application layers (presentation, application and storage). This often yields complex and opaque applications organized in silos, which are costly, inefficient, hard to maintain and evolve, and vulnerable to errors. In addition, the communication aspects are often handled independently via remote service invocations and represent another source of complexity and vulnerability.

Most research activities in WAM address these issues and try to cope with the fundamentals aspects of web applications (advanced content, data and communication) by studying rich document formats, data models and communication patterns, to offer correction guarantees and flexibility in the application architecture. For instance, applications need to be checked, optimized and managed as a whole while leveraging on the consistency of their individual components and data fragments.

4.3. Pedestrian Navigation

A number of factors are changing our thinking of an accessible town, namely the open data movement exemplified by OpenStreetMap, MEMS sensors embedded in mobile phones (accelerometers, magnetometers, gyroscopes), web and Augmented Reality technologies, increase in processing power of mobile phones. All these changes are allowing us to build energy efficient urban pedestrian navigation systems. These systems can now be based on Inertial Measurement Unit (IMU) and will run on mobile phones with customized embedded geographical data, a routing engine, and real time queries to urban information systems.

Richer and more precise AR mobile applications in such fields as cultural heritage visits, outdoor games, or guidance of people with disabilities will be enabled by MMG navigation, i.e. the join use of micro, macro and global navigation.

Micro-navigation builds upon embedded software ability to create a greater awareness of the immediate environment, using texture-based tracking or vision algorithms and relating this information to map and IMU data. Micro-navigation includes avoiding obstacles, locating a clear path in the proximate surroundings or at a complex crossing, finding objects and providing absolute positioning using known landmarks or beacons. Micro-navigation works at a precision level of a few centimeters by using predefined landmarks.

Macro-navigation refers to the actions required to find a route in a larger, not immediately perceptible environment, and builds upon carefully designed pedestrian ways incorporating speech instructions, audio guidance, environmental queries and IMU instructions among other things. Macro-navigation works at a precision level of one step using carefully designed routes with map-matching instructions.

Global navigation is based on an absolute global localization system like the GPS. Its precision is that of a few meters if used in a adequate geographical environment where data from external sensors is accessible. It can be used to bootstrap macro-navigation.

There is a duality relation between micro-navigation and macro-navigation. Micro-navigation is based on a localization system giving an absolute position which makes it possible to compute a relative position with respect to the planned route. Macro-navigation is based on a localization system giving a relative position which allows to compute an absolute position on the route through a process called map-matching. As a consequence, this two kinds of navigation complement and enhance each other.