



RESEARCH CENTER
Grenoble - Rhône-Alpes

FIELD

Activity Report 2014

Section Application Domains

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ARIC Project-Team

4. Application Domains

4.1. Hardware Arithmetic

The application domains of hardware arithmetic operators are

- digital signal processing;
- image processing;
- embedded applications;
- reconfigurable computing;
- cryptography.

4.2. Floating-point and Validated Numerics

Our expertise on validated numerics is useful to analyze and improve, and guarantee the quality of numerical results in a wide range of applications including:

- scientific simulation;
- global optimization;
- 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.

Another interesting field of application is

- communications theory.

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 the computer itself: 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 processors, hardware accelerators (programmable or not), embedded systems, and those (the same plus other) that 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.

4.2. Users of HPC Platforms and Scientific Computing

The convergence between embedded computing systems and high-performance computing (HPC) technologies offers new computing platforms and tools for the users of scientific computing (e.g., people working in numerical analysis, in simulation, modeling, etc.). The proliferation of “cheap” hardware accelerators and multicores makes the “small HPC” (as opposed to computing centers with more powerful computers, grid computing, and exascale computing) accessible to a larger number of users, even though it is still difficult to exploit, due to the complexity of parallel programming, code tuning, interaction with compilers, which result from the multiple levels of parallelism and of memories in the recent architectures. The link between compiler and code optimization research (as in Compsys) and such users are still to be reinforced, both to guarantee the relevance of compiler research efforts with respect to application needs, and to help users better interact with compiler choices and understand performance issues.

The support of Labex MILYON (through its thematic quarters, such as the thematic quarter on compilation we organized in 2013 ⁰, or the upcoming 2016 thematic quarter on high-performance computing) and the activities of the LyonCalcul initiative ⁰ are means to get closer to users of scientific computing, even if it is too early to know if Compsys will indeed be directly helpful to them.

⁰Thematic quarter on compilation: <http://labexcompilation.ens-lyon.fr/>

⁰Lyon Calcul federation: <http://lyoncalcul.univ-lyon1.fr>

CONVECS Project-Team

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,
- *Component-based systems*: Web services, peer-to-peer networks,
- *Databases*: transaction protocols, distributed knowledge bases, stock management,
- *Distributed systems*: virtual shared memory, dynamic reconfiguration algorithms, fault tolerance algorithms, cloud computing,
- *Embedded systems*: air traffic control, avionic systems, medical devices,
- *Hardware architectures*: multiprocessor architectures, systems on chip, 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.

DICE Team (section vide)

GCG Team

4. Application Domains

4.1. Transfer

The main industrial sector related to the research activities of GCG is the one of semi-conductor (programmable architectures spanning from embedded systems to servers). Obviously any computing application which has the objective of exploiting as much as possible the resources (in terms of high-performance but also low energy consumption) of the host architecture is intended to take advantage of advances in compiler and runtime technology. These applications are based over numerical kernels (linear algebra, FFT, convolution...) that can be adapted on a large spectrum of architectures. Members of GCG already maintain fruitful and strong collaborations with several companies such as STMicroelectronics, Kalray, plus a recent (not yet formal) collaboration with Intel.

PRIVATICS Project-Team

3. Application Domains

3.1. Domain 1: Privacy in smart environments.

One illustrative example is our latest work on privacy-preserving smart-metering [2]. Several countries throughout the world are planning to deploy smart meters in house-holds in the very near future. Traditional electrical meters only measure total consumption on a given period of time (i.e., one month or one year). As such, they do not provide accurate information of when the energy was consumed. Smart meters, instead, monitor and report consumption in intervals of few minutes. They allow the utility provider to monitor, almost in real-time, consumption and possibly adjust generation and prices according to the demand. Billing customers by how much is consumed and at what time of day will probably change consumption habits to help matching energy consumption with production. In the longer term, with the advent of smart appliances, it is expected that the smart grid will remotely control selected appliances to reduce demand. Although smart metering might help improving energy management, it creates many new privacy problems. Smart-meters provide very accurate consumption data to electricity providers. As the interval of data collected by smart meters decreases, the ability to disaggregate low-resolution data increases. Analysing high-resolution consumption data, Non-intrusive Appliance Load Monitoring (NALM) can be used to identify a remarkable number of electric appliances (e.g., water heaters, well pumps, furnace blowers, refrigerators, and air conditioners) employing exhaustive appliance signature libraries. We developed DREAM, Differentially privatE smArt Metering, a scheme that is private under the differential privacy model and therefore provides strong and provable guarantees. With our scheme, an (electricity) supplier can periodically collect data from smart-meters and derive aggregated statistics while learning only limited information about the activities of individual households. For example, a supplier cannot tell from a user's trace when he watched TV or turned on heating.

3.2. Domain 2: Big Data and Privacy

We believe that another important problem will be related to privacy issues in big data. Public datasets are used in a variety of applications spanning from genome and web usage analysis to location-based and recommendation systems. Publishing such datasets is important since they can help us analyzing and understanding interesting patterns. For example, mobility trajectories have become widely collected in recent years and have opened the possibility to improve our understanding of large-scale social networks by investigating how people exchange information, interact, and develop social interactions. With billion of handsets in use worldwide, the quantity of mobility data is gigantic. When aggregated, they can help understand complex processes, such as the spread of viruses, and build better transportation systems. While the benefits provided by these datasets are indisputable, they unfortunately pose a considerable threat to individual privacy. In fact, mobility trajectories might be used by a malicious attacker to discover potential sensitive information about a user, such as his habits, religion or relationships. Because privacy is so important to people, companies and researchers are reluctant to publish datasets by fear of being held responsible for potential privacy breaches. As a result, only very few of them are actually released and available. This limits our ability to analyze such data to derive information that could benefit the general public. It is now an urgent need to develop Privacy-Preserving Data Analytics (PPDA) systems that collect and transform raw data into a version that is immunized against privacy attacks but that still preserves useful information for data analysis. This is one of the objectives of Privatics. There exists two classes of PPDA according to whether the entity that is collecting and anonymizing the data is trusted or not. In the trusted model, that we refer to as Privacy-Preserving Data Publishing (PPDP), individuals trust the publisher to which they disclose their data. In the untrusted model, that we refer to as Privacy-Preserving Data Collection (PPDC), individuals do not trust the data publisher. They may add some noise to their data to protect sensitive information from the data publisher.

Privacy-Preserving Data Publishing: In the trusted model, individuals trust the data publisher and disclose all their data to it. For example, in a medical scenario, patients give their true information to hospitals to receive proper treatment. It is then the responsibility of the data publisher to protect privacy of the individuals' personal data. To prevent potential data leakage, datasets must be sanitized before possible release. Several proposals have been recently proposed to release private data under the Differential Privacy model [25, 56, 26, 57, 50]. However most of these schemes release a "snapshot" of the datasets at a given period of time. This release often consists of histograms. They can, for example, show the distributions of some pathologies (such as cancer, flu, HIV, hepatitis, etc.) in a given population. For many analytics applications, "snapshots" of data are not enough, and sequential data are required. Furthermore, current work focusses on rather simple data structures, such as numerical data. Release of more complex data, such as graphs, are often also very useful. For example, recommendation systems need the sequences of visited websites or bought items. They also need to analyse people connection graphs to identify the best products to recommend. Network trace analytics also rely on sequences of events to detect anomalies or intrusions. Similarly, traffic analytics applications typically need sequences of visited places of each user. In fact, it is often essential for these applications to know that user A moved from position 1 to position 2, or at least to learn the probability of a move from position 1 to position 2. Histograms would typically represent the number of users in position 1 and position 2, but would not provide the number of users that moved from position 1 to position 2. Due to the inherent sequentiality and high-dimensionality of sequential data, one major challenge of applying current data sanitization solutions on sequential data comes from the uniqueness of sequences (e.g., very few sequences are identical). This fact makes existing techniques result in poor utility. Schemes to privately release data with complex data structures, such as sequential, relational and graph data, are required. This is one the goals of Privatics. In our current work, we address this challenge by employing a variable-length n-gram model, which extracts the essential information of a sequential database in terms of a set of variable-length n-grams [15]. We then intend to extend this approach to more complex data structures.

Privacy-Preserving Data Collection: In the untrusted model, individuals do not trust their data publisher. For example, websites commonly use third party web analytics services, such as Google Analytics to obtain aggregate traffic statistics such as most visited pages, visitors' countries, etc. Similarly, other applications, such as smart metering or targeted advertising applications, are also tracking users in order to derive aggregated information about a particular class of users. Unfortunately, to obtain this aggregate information, services need to track users, resulting in a violation of user privacy. One of our goals is to develop Privacy-Preserving Data Collection solutions. We propose to study whether it is possible to provide efficient collection/aggregation solutions without tracking users, i.e. without getting or learning individual contributions.

SPADES Team

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 programming 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, we are looking to propose 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/ dSPACE⁰) and execution platforms (OS such as VXWORKS, QNX, real-time versions of LINUX ...) start 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: SCADE⁰ (based on LUSTRE), CONTROLBUILD and RT-BUILDER (based on SIGNAL) from GEENSY⁰ (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.

⁰<http://www.dspaceinc.com>

⁰<http://www.esterel-technologies.com>

⁰<http://www.geensoft.com>

BIPOP Project-Team

4. Application Domains

4.1. 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.

4.2. 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 the question to simulate a complete 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.

4.3. Walking robots

As compared to rolling robots, the walking ones – for example hexapods – possess definite advantages whenever the ground is not flat 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.

4.4. Optimization

Optimization exists in virtually all economic sectors. Simulation tools can be used to optimize the simulated system. 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 involved 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.

4.5. Computer graphics animation

Computer graphics animation is dedicated to the numerical modeling and simulation of physical phenomena featuring a high visual impact. Typically, deformable objects prone to strong deformation, large displacements, complex and nonlinear or even nonsmooth behavior, are of interest for this community. We are interested in two main mechanical phenomena: on the one hand, the behavior of slender (nonlinear) structures such as rods, plates and shells; on the other hand, the effect of frictional contact between rigid or deformable bodies. In both cases the goal is to design realistic, efficient, robust, and controllable computational models. Whereas the problem of collision detection has become a mature field those recent years, simulating the collision response (in particular frictional 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. 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. Finally, we are interested in studying certain discrepancies (inexistence of solution) due to the combination of incompatible models such as contacting rigid bodies subject to Coulomb friction.

MISTIS Project-Team

4. Application Domains

4.1. Image Analysis

Participants: Alexis Arnaud, Aina Frau Pascual, Thomas Vincent, Florence Forbes, Stéphane Girard, Flor Vasseur, Alessandro Chiancone, Farida Enikeeva, Thomas Perret, Pablo Mesejo Santiago.

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 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. We worked on hyperspectral images. In the context of the "pole de competitivite" project I-VP, we worked of images of PC Boards.

4.2. Biology, Environment and Medicine

Participants: Thomas Vincent, Aina Frau Pascual, Florence Forbes, Stéphane Girard, Gildas Mazo, Angelika Studeny, Seydou-Nourou Sylla, Marie-José Martinez, Jean-Baptiste Durand.

A second domain of applications concerns biology and medicine. 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 neurosciences are also considered. Finally, in the context of the ANR VMC project Medup, we studied the uncertainties on the forecasting and climate projection for Mediterranean high-impact weather events.

NANO-D Project-Team

3. Application Domains

3.1. 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.

3.2. 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.

3.3. 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.

3.4. Nano-engineering

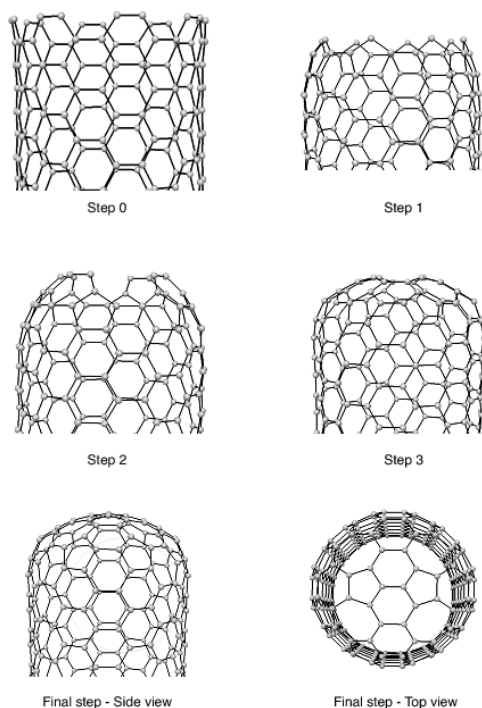


Figure 1. Snapshots of a nanotube capping process with the adaptive interactive modeler. Thanks to the adaptive methodology, this operation can be done in a few minutes.

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.

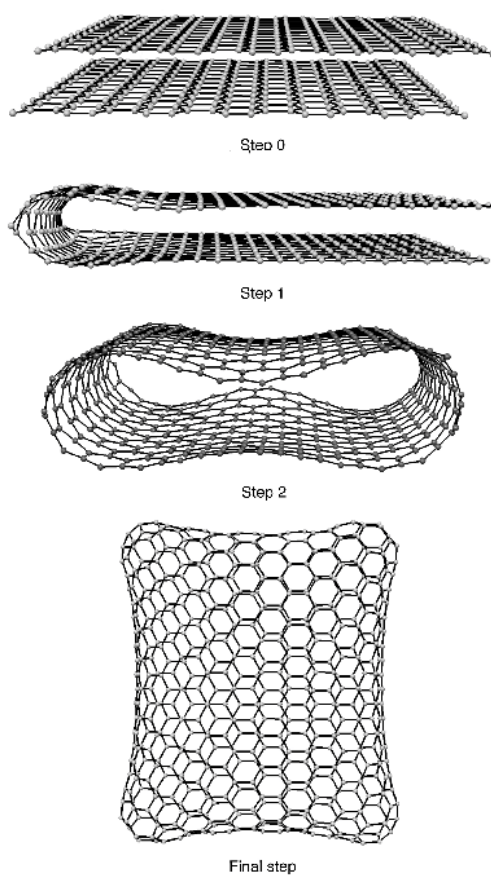


Figure 2. Different steps to prototype a “nano-pillow” with the adaptive interactive modeler.

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. 1) and the “nano-pillow” below (Fig. 2).

NECS Project-Team

4. Application Domains

4.1. A large variety of application domains

Sensor and actuator networks are ubiquitous in modern world, thanks to the advent of cheap small devices endowed with communication and computation capabilities. Potential application domains for research in networked control and in distributed estimation are extremely various, and include the following examples.

- 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.
- Smart grids: the operation of electrical networks is changing from a centralized optimization framework towards more distributed and adaptive protocols, due to the high number of small local energy producers (e.g., solar panels on house roofs) that now interact with the classic large power-plants.
- Disaster relief operations, where data collected by sensor networks can be used to guide the actions of human operators and/or to operate automated rescue equipment.
- Surveillance using swarms of Unmanned Aerial Vehicles (UAVs), where sensor information (from sensors on the ground and/or on-board) can be used to guide the UAVs to accomplish their mission.
- Environmental monitoring and exploration using self-organized fleets of Autonomous Underwater Vehicles (AUVs), collaborating in order to reach a goal such as finding a pollutant source or tracing a seabed map.
- 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 threats.

In particular, NECS team is currently focusing in the areas described in detail below.

4.2. Vehicular transportation systems

4.2.1. 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. The research activity is on two main challenges: forecasting, so as to provide accurate information to users, e.g., travel times; and control, via ramp-metering and/or variable speed limits. The Grenoble Traffic Lab (see Sect. 5.1 and <http://necs.inrialpes.fr/pages/grenoble-traffic-lab.php>) is an experimental platform, collecting traffic infrastructure information in real time from Grenoble South Ring, together with innovative software e.g. for travel-time prediction, and a show-case where to graphically illustrate results to the end-user. This activity is done in close collaboration with local traffic authorities (DIR-CE, CG38, La Metro), and with the start-up company Karrus (<http://www.karrus-its.com/>)

4.2.2. Advanced and interactive vehicle control

Car industry has been already identified as a potential homeland application for Networked Control [44], 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.), loss 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).

More recently, in the ANR project VOLHAND (2009-2013), the team has been developing a new generation of electrical power-assisted steering specifically designed for disabled and aged persons.

Currently, on-going work under a grant with IFPEN studies how to save energy and reduce pollution, by controlling a vehicle's speed in a smart urban environment, where infrastructure-to-vehicle and vehicle-to-vehicle communications happen and can be taken into account in the control.

4.3. Inertial navigation

Inertial navigation is a research area related to the determination of 3D attitude and position of a rigid body. Attitude estimation is based on data fusion from accelerometers, magnetometers and gyroscopes. Attitude is used in general to determine the linear acceleration, which needs to be integrated after to calculate the position. More recently, in the Persyval project LOCATE-ME (2014-2015), the team starts to explore Pedestrian navigation algorithms in collaboration with Tyrex team from INRIA-Rhône-Alpes Center in Montbonnot. The goal behind is to provide guidance e.g. to first responders after a disaster, or to blind people walking in unfamiliar environments. This tasks is particularly challenging indoor, where no GPS is available.

4.4. Multi-robot collaborative coordination

Due to the cost or the risks of using human operators, many tasks of exploration, or of after-disaster intervention are performed by un-manned drones. When communication becomes difficult, e.g., under water, or in spatial exploration, such robots must be autonomous. Complex tasks, such as exploration, or patrolling, or rescue, cannot be achieved by a single robot, and require a self-coordinated fleet of autonomous devices. NECS team has studied the marine research application, where a fleet of Autonomous Underwater Vehicles (AUVs) self-organize in a formation, adapting to the environment, and reaching a source, e.g., of a pollutant. This has been done in collaboration with IFREMER, within the national project ANR CONNECT and the European FP7 project FeedNetBack [11]. On-going research in the team concerns source localization, with a fleet of mobile robots, including wheeled land vehicles.

4.5. Control design of hydroelectric powerplants

We have started a collaboration with ALSTOM HYDRO, on collaborative and reconfigurable resilient control design of hydroelectric power plants. This work is within the framework of the joint laboratory Inria/ALSTOM (see <http://www.inria.fr/innovation/actualites/laboratoire-commun-inria-alstom>). A first concrete collaboration has been established with the CIFRE thesis of Simon Gerwig, who is currently studying how to improve performance of a hydro-electric power-plant outside its design operation conditions, by adaptive cancellation of oscillations that occur in such operation range.

OPALE Project-Team

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. We focus more precisely on developing and validating cell dynamics models. 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.

BAMBOO Project-Team

4. Application Domains

4.1. Domain

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

BEAGLE Project-Team (section vide)

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 [42] 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. 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 3) in normal and stress conditions.

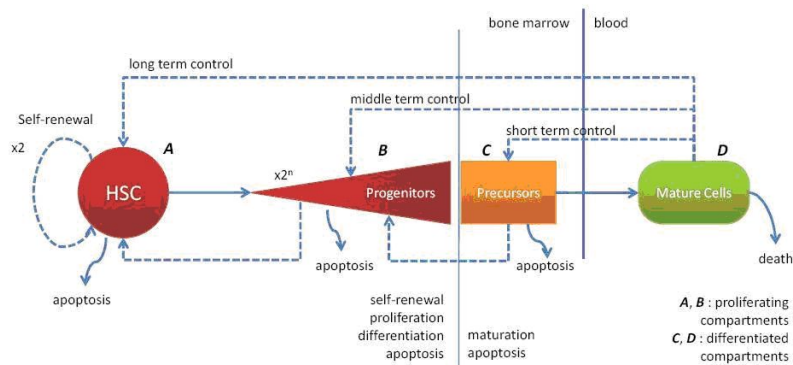


Figure 3. Scheme of Erythropoiesis Modelling ([33]). Without considering explicitly growth factor mediated regulation, all controls (proliferation, self-renewal, differentiation, apoptosis) are mediated by cell populations (dashed arrows). Mature cells can either regulate immature (HSC, progenitors) 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 [46]. A first version of this model is shown in Figure 2.

(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 ([41], [38]), chronic myelogenous leukemia [43]).

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.

(iii) Coagulation: platelet lineage

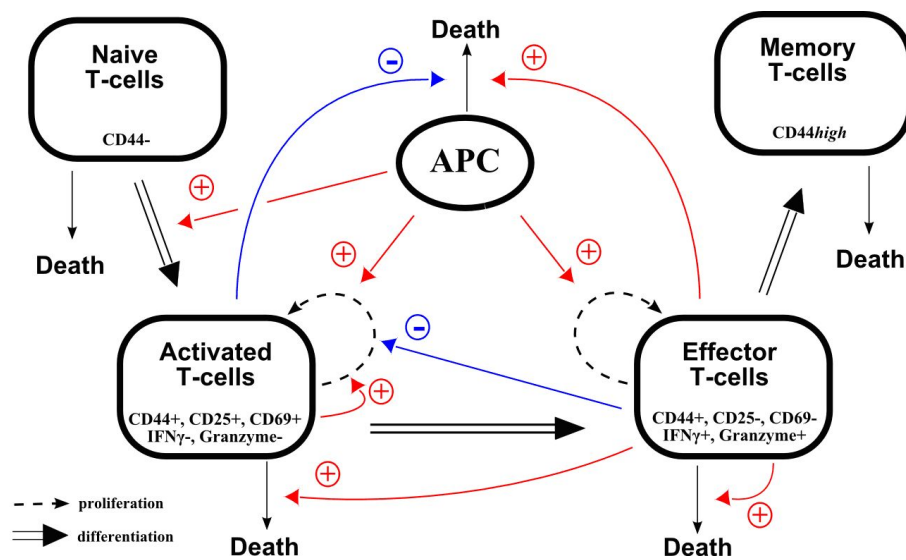


Figure 4. Model of the immune response resulting in the generation of CD8 memory T cells. The response starts with a viral infection resulting in the presentation of viral antigens through antigen presenting cells (APC) to naive T-cells. These latter, once activated, differentiate into activated cells 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.

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 megakaryocyte (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. [36]) 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 [44]. 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.

IBIS Project-Team (section vide)

KALIFFE Project-Team

4. Application Domains

4.1. Plasma Physics and fusion energy

Taking into account spatial effects and time evolution of hot plasmas therefore leads to severe numerical challenges first on modeling aspects and second on purely numerical issues like oscillations and multiscale phenomena. Time scales are very different, ranging from pico-seconds to seconds. This requires special treatment to avoid excessive computing time, as for instance slow/fast manifold decomposition or time averaging. These two difficulties lead to the study and development of new robust numerical schemes and algorithms in order to preserve accuracy and stability within reasonable computing time. To speed up model development the use of refined numerical schemes must be as automatized as possible. Slow/fast manifold should be constructed automatically from the model, and spatial discretization should be as transparent as possible in order to apply former works (semi-Lagrangian or particle methods for transport, spectral or finite difference methods for collisions) on this topic.

Our program can be split into three different tasks :

- derivation of new collision operators based both on Coulombian interactions and strong external forces, approximation of collisional operators for multi-species by developing fast algorithms ;
- numerical treatment of multi-scale problems applying AP schemes to problems taking into account electromagnetic effects and collisions ;
- hybrid methods to take advantage of different regimes and reduce the computational cost.

Approximation of collision operators in plasma physics & conception of softwares for collisional plasmas.

An important step in the understanding of high temperature and dense plasmas is to investigate the effect of weakly Coulombian interactions, namely the Landau or Landau-Fokker-Planck collision operator. Due to the high temperature, collisions between particles have been neglected most of the time, but for the long time simulations, it seems that collisions may contribute and induce some nonlinear effects stabilizing the plasma. Furthermore, for inertial and magnetic confinement fusion, classical collision operators are no longer valid since their derivation, based on microscopic interactions only take into account self-interactions but no external forces, which are not negligible in our applications. There are only few works of physicists on this topic in 80's.

Then, our objective is to derive such operators to describe collisional plasmas and to simulate the transport of classical, as well as relativistic electrons, within a multi-species plasma, containing mobile electrons and ions. Issues to be addressed on this topic involve the derivation of multi-scale models due to different scales of effective constants, spatial heterogeneity and strength of boundary conditions.

Moreover, because of the quadratic aspect of the kernel and the multiple integrations in its analytical formulation, the Landau-Fokker-Planck equation is complicated to compute even if fast algorithm are available $O(N \log N)$, where N is the number of degree of freedom. Henceforth, different simpler models have been introduced, especially the BGK model which is mainly a relaxation towards a Maxwellian equilibrium state, or the linear Fokker-Planck which is a diffusive operator or a nonlinear Fokker-Planck operator taking into account Coulombian interactions. Although, these operators describes correctly the hydrodynamical limit, they usually do not give the correct transport coefficient in the Chapman-Enskog expansion. Our interest here is to compare the different operators in the description of binary collisions between ions-electrons or electrons-electrons and to select the one which is adapted with respect to the physical situation.

Collisional plasma and fluid models One characteristic of plasma physics problems is that they involve many different phenomena (instabilities, saturation phenomena due to nonlinear effects which couple different modes), many different time (plasma frequency, gyrokinetic frequency, etc) and space scales. Splitting a model in sub-models and studying their interactions is a central point, leading to new questions: how to define sub-models? How to simplify or complexify them?

For instance, the interaction of intense lasers with solid matter generates a hot plasma state that is well described by the Vlasov-Maxwell equation at the ignition point, whereas collective effects (electromagnetic fields) and collisions have to be taken into account around the impact and fluid models are sufficient in the capsule (see Figure 1). Accurate and efficient modeling of the physics in these scenarios is highly pertinent, because it relates to experimental campaigns to produce energy by inertial confinement fusion on facilities such as the Laser Méga-Joules in Bordeaux. Calculations involving the Vlasov-Fokker-Planck equation are computationally intensive, but are crucial to proper understanding of a wide variety of physical effects and instabilities in inertial fusion plasmas.

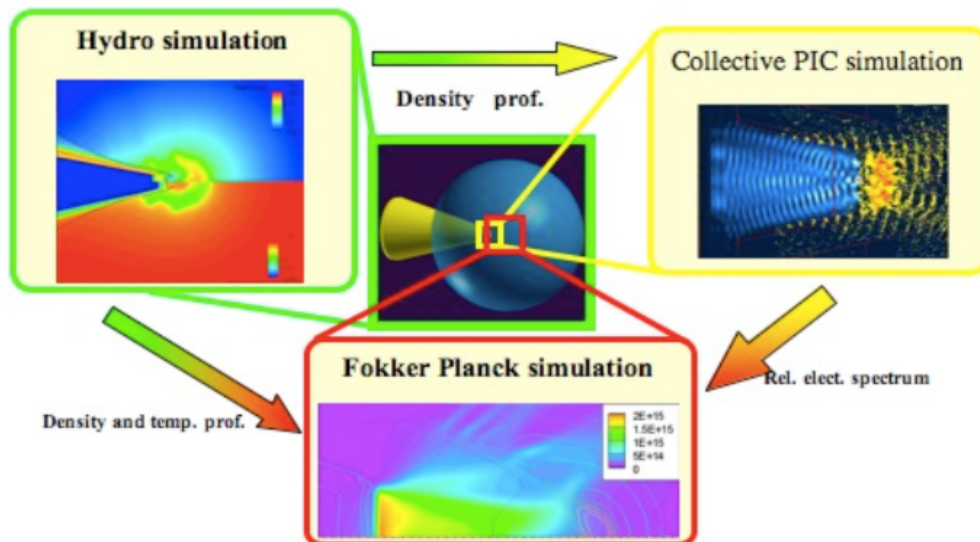


Figure 1. Multiscale modeling at higher laser intensities corresponding to the fast ignition approach for Inertial Confinement Fusion : a relativistic treatment should be considered and collision operators with a large energy exchange are required.

One of the main challenges from the numerical point of view is to propose a general methodology to design macroscopic fluid models that take into account localized kinetic up-scaling effects (which represents the meso-scale). One approach will consist in considering fluid models, which are solved in the whole domain together with a localized kinetic upscaling that corrects the fluid model wherever it is necessary (non-equilibrium events occurring in the flow). This upscaling is obtained by solving a kinetic equation on the non-equilibrium part of the distribution function. This equation is solved only locally and is related to the fluid equation through a downscaling effect. We want to demonstrate that this approach applies to problems that have a hydrodynamic time scale as well as to problems with diffusion time scale.

The project will therefore combine physical modeling and mathematical analysis in order to achieve an understanding and propose a model of the plasma behavior over the various scales involved. The milestones involved in this project are therefore:

- set up a new phenomenology allowing to describe non-local effects in any geometry, and based on a state-of-the-art of mathematical modeling of hot plasmas;
- set up a multiscale model of the physical mechanisms at play at the different scales (micro, meso and macro scales), with a crucial emphasis on the connections between the scales ;
- propose a mathematical analysis and numerical development of the models, and provide systematic derivations of the connections between the scales.

This program therefore organizes naturally over the various scales at play in the problem and their connections: macroscale phenomenology ; kinetic at mesoscales ; statistical behavior at microscales.

MOISE Project-Team

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, Laurent Debreu, Jérémie Demange, Marc Honorat, Christine Kazantsev, Eugène Kazantsev, François-Xavier Le Dimet, Florian Lemarié, Bénédicte Lemieux-Dudon, Maëlle Nodet, Antoine Rousseau, Arthur Vidard.

Keywords: 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, Maëlle Nodet.

Keywords: 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, Mehdi-Pierre Daou.

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 tackled these issues, in the past in the framework of a partnership with the French electricity company EDF, and now thanks to another contract with ARTELIA Group.

NUMED Project-Team (section vide)

STEER Team

4. Application Domains

4.1. Introduction

In the context described in the previous sections, we can distinguish two connected and complementary strategies for analyzing environmental pressures: a sectorial approach and a spatial one. The first one is more directly connected to ecological accounting, the second one has more direct relations to urban economy and land cover modelling. Let us start by describing the former.

4.2. Ecological accounting for sectorial pressure assessment

One of the major issues in the assessment of the long-term sustainability of urban areas is related to the concept of “imported sustainability”. Cities bring in from the outside most of their material and energy resources, and reject to the outside the waste produced by their 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. Such an assessment brings to light the most relevant direct and indirect lines of action on these issues. In this respect, it is useful to introduce the alternative concepts of consumer versus producer responsibility (or point of view).

The producer point of view is the most useful to pinpoint relevant direct lines of actions on environmental pressures due to production. In other respects, any territory imports and exports goods and services from and to the rest of the world. The consumer point of view provides information on the indirect pressures associated with these exchanges, as production responds to a final demand. Tracking the various supply chains through the analysis of the structure of the local economy and its relations and dependencies to the external world allows us to identify critically important contributions to environmental pressures; this also enables us to define fair environmental indicators in order not to attribute environmental pressures to producers only (whose responsibility is the easier to quantify of the two). In this approach, the producer responsibility follows directly from the measurement of its energy and material uses, while the consumer responsibility is established indirectly through an allocation of the impacts of production to the final consumers, but this second mode of allocation is to some extent virtual and partly subjective.

Four methods stand out:

- Material Flow Analysis (MFA)
- Input-Output Analysis (IOA)
- Life-Cycle Analysis (LCA)
- Ecological Footprint (EF)

Each of these is based on a well-defined structuring element: mass conservation for MFA, measure of industrial inter-dependencies for IOA, identification of all the steps from cradle to grave for LCA, measure of biocapacity demand for EF. The different methods have preferred areas of application. For example, EF is more relevant for analyzing primary production such as agricultural staples, wood, etc. IOA is more focused on whole industrial sectors, while LCA is geared towards end-user products, taken as functional units; finally, primary materials (such as metals), waste and emissions are more easily characterized through MFA. Methodological choices are driven by the type of question one needs to address, data availability and collection method and the spatial scales under consideration. Indeed, data can be used in two different ways: bottom-up or top-down. The bottom-up data is more precise, but in general precludes comprehensiveness; on the contrary, the top-down data is by nature more comprehensive, but is not suited for a detailed, fine-scale analysis of the results.

STEPP has already initiated its research program on this theme with three major goals: 1) Creating a comprehensive database enabling pressure analyses; 2) Developing methodologies and models resolving scaling issues, and developing algorithms allowing us to rigorously and automatically obtain adequate assessments; 3) Providing a synthetic analysis of environmental pressures associated to the major material flows, at various geographic levels (employment catchment area, *département* and *région*, for France), with the explicit aim of incorporating this type of information in the public decision process on environmental issues, via specifically designed decision-help procedures.

4.3. Urban economy and land use/land cover changes: assessment of spatial distributions of the pressures

The preceding section was focused on territorial metabolism, in particular on the analysis of supply chains. Here territories are examined with a more prominent emphasis on their spatial dimension, with attention to: the spatial distribution of local pressures previously identified (from a land use point of view), and the modeling of future land use and activity location (from an economic point of view). These two questions correspond to very different modeling strategies: the first one is more statistical in nature, extrapolating future land use from past evolution combined with global territory scenarios; the other one has a more fundamental flavor and focuses on an understanding of the processes driving urbanization. For this, we focus more precisely on the question of household and businesses choices of localization, as well as on spatial fluxes within the territory (transportation of goods and persons). The critical point here is to understand and manage urban sprawl and its environmental effects (GHG emission, loss of arable land, ecosystem fragmentation, and so on).

Land Use/land Cover Change models (LUCC)

LUCC models are mostly used in environmental sciences, e.g. to evaluate the impact of climate change on agriculture, but they can also be used to analyze urban sprawl. There is a variety of models, static or dynamic, grid- or agent- based, local or global, etc., and with varying degrees of sophistication concerning spatio-temporal analysis or decision structures incorporated in the model.

The models of interest here are statistical in nature but spatially explicit. Following decades of development, they are robust, versatile and mature. In principle, agent-models have a larger potential for representing decision processes, but in practice this advantage results in a loss of universality of the models. Among the most well-known and most mature models, one can mention the CLUE family of models, DINAMIC, or LCM (Land Change Modeler). These models are well described in the literature, and will only be briefly presented here.

These models analyze change in land use in a statistical way; they are structured around three different modules:

- The first module determines the probability of change of pixels of the territory (pixels are typically tens to hundreds of meters in size).
- The second module defines the global changes between the various land uses of interest per time step (usually, a few years), based on global scenarios of evolution of the territory under study. These first two modules are independent of one another.
- The last module distributes changes of land use in an explicit manner, pixel per pixel, at each time step, on the basis of the information provided by the first two modules.

Probabilities of change are calibrated on past evolution, from the differences between two past maps of land use in the more favorable cases, or from a single map otherwise (under the assumption that the logic of occupation changes is the same as the logic of land use at this single date). Such changes are then characterized in a statistical way with the help of modeling variables identified by the modeler as having potential explaining or structuring power (typically, a few to a dozen variables are used for one type of land use change). For example, in the case of urban sprawl, typical explaining factors are the distance to existing urbanized zones or distances to roads and other means of transportation, elements of real estate costs, etc. Global scenarios are quantified in terms of global changes in land use over the whole studied area (e.g., how many hectares are

transformed from agricultural to urban uses in a given number of years, how does this evolve over time...); this is done either from academic expert knowledge, or from information provided by local planning agencies. Whenever feasible, models are validated by comparing the model predictions with actual evolution at a later date. Therefore, such models need from one to three land use maps at different dates for calibration and validation purposes (the larger the number of maps, the more robust and accurate the model). A large array of statistical tools is available in the literature to perform the calibration and validation of the model.

The horizon of projections of such models is limited in time, typically 20-30 years, due to the inherent uncertainty in such models, although they are occasionally used on longer time-scales. Climate change constraints are included, when needed, through scenarios, as it is not in the scope of such models to incorporate ecological processes that may translate climate change constraints into land cover change dynamics. Note that on such short time-scales, climate change is not dominated by the mean climate evolution but by decade variations which average out on longer time-scales and are not modeled in the global climate models used e.g. for IPCC projections for the end of the century; as a consequence, the various IPCC climate scenarios cannot be distinguished on such a short time horizon.

With regard to LUCC, the STEEP team is involved in the ESNET project, bearing on the characterization of local Ecosystem Services NETWORKS; the project is coordinated by LECA (*Laboratoire d'Ecologie Alpine*), in collaboration with a number of other research laboratories (most notably, IRSTEA Grenoble, besides our team), and in close interaction with 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, at the 2030/2040 horizon, under constraints of climate change. 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 project modelling effort, with the help of an ESNET funded post-doctoral researcher. In the process, areas of conceptual and methodological improvements of statistical LUCC models have been identified; implementing these improvements may be useful for the LUCC community at large, independently of the ESNET project needs.

Models for Land-Use and Transportation Interactions (LUTI)

Urban transport systems are intricately linked to urban structure and activities, i.e., to land use. Urbanization generally implies an increased travel demand. Cities have traditionally met this additional demand by extending 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.

Transportation models allow us to address questions generally limited to the impacts of new infrastructures, tolls and other legislation on traffic regulation⁰, on user behavior⁰, or on the environment⁰. LUTI models (Land-Use and Transport Integrated models) can answer a much broader spectrum of issues. For example, they allow us to understand how the localization of households and of economic activities (which generate transportation demand) adapt to changes of transportation supply. They also allow us to assess the impacts of such changes on the increase in real estate value, or more generally on their effects on the economic development of a specific sector or neighborhood. An economic vision interprets all these interactions in terms of equilibrium between demand and supply. Modelling the localization of households and employments (companies) relies on capturing the way stakeholders arbitrate between accessibility, real estate prices, and attractiveness of different areas.

State of the art and operability of LUTI models.

The first model that proved able to analyze the interactions between transport and urbanization was developed by Lowry. Since then theories and models have become increasingly complex over time. They can be classified according to different criteria. A first classification retraces the historic path of these theories and models. They

⁰ Congestion, cost and time spent for the transport, etc.

⁰ Changes in modality choice

⁰ CO2 emissions, air pollution, noise nuisance, etc.

can be associated with one or several of the approaches underlying all present theories: economic base theory and gravity models, Input/Output models and theory of urban rent, and micro-simulations. A second possibility consists in classifying the models according to their aims and means.

Significant scientific progress has been made over the last thirty years. Nevertheless, modelling tools remain largely restricted to the academic world. Today, only seven models have at least had one recent application outside academia or are commercialized or potentially marketable, in spite of the important needs expressed by the urban planning agencies: Cube Land, DELTA, MARS, OPUS/UrbanSim, PECAS, TRANUS and Pirandello.

To guide their choice of a modelling framework, users can rely on various criteria such as the strength of the theoretical framework, the quality and the diversity of the available documentation, the accessibility of the models (is the model freely available? is the code open source? is the software regularly updated and compatible with the recent operating systems?), the functionality and friendliness of user interfaces (existence of graphic user interface, possibility of interfacing with Geographic Information Systems), existence of technical assistance, volume and availability of the data required to implement the model, etc. For example, among the seven models mentioned above, only two are open source and mature enough to meet professional standards: TRANUS and UrbanSim⁰. These two models are very different but particularly representative of the main current philosophies and trends in this scientific domain. Their comparison is informative.

STEPP implication in LUTI modelling.

As yet, very few local planning authorities make use of these strategic models, mostly because they are difficult to calibrate and validate. Systematic improvement on these two critical steps would clearly increase the level of confidence in their results; these limitations hinder their dissemination in local agencies. One of the major goals of STEEP is therefore to meet the need for better calibration and validation strategies and algorithms. This research agenda lies at the core of our projects CITiES (“ANR *Modèles Numériques*”) and TRACER (Ecos Nord Venezuela). As for LUTI modeling, we have been using the TRANUS model since the creation of our team. We have also been working on UrbanSim from the beginning of the CITiES project. In this framework we work in close collaboration with AURG⁰, the local urban planning agency of Grenoble (*Agence d’Urbanisme de la Région Grenobloise*) in order to better understand and to improve the relevance of these tools for such territorial agencies.

⁰<http://www.urbansim.org>

⁰<http://www.aurg.org/>

AVALON Project-Team

4. Application Domains

4.1. Overview

The Avalon team targets applications with large computing and/or data storage needs, which are still difficult to program, maintain, and deploy. Those applications can be parallel and/or distributed applications, such as large scale simulation applications or code coupling applications. Applications can also be workflow-based as commonly found in distributed systems such as grids or clouds.

The team aims at not being restricted to a particular application field, thus avoiding any spotlight. The team targets different HPC and distributed application fields, which bring use cases with different issues. This will be eased by our various collaborations: the team participates to the INRIA-Illinois Joint Laboratory for Petascale Computing, the Physics, Radiobiology, Medical Imaging, and Simulation French laboratory of excellence, the E-Biothon project, the INRIA large scale initiative Computer and Computational Sciences at Exascale (C2S@Exa), and to BioSyL, a federative research structure about Systems Biology of the University of Lyon. Moreover, the team members have a long tradition of cooperation with application developers such as CERFACS and EDF R&D. Last but not least, the team has a privileged connection with CC IN2P3 that opens up collaborations, in particular in the astrophysics field.

In the following, some examples of representative applications we are targeting are presented. In addition to highlighting some application needs, they also constitute some of the use cases we will use to validate our theoretical results.

4.2. Climatology

The 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. Simulations can be of different types: HPC applications (*e.g.*, the NEMO framework [38] for ocean modelization), code-coupling applications (*e.g.*, the OASIS coupler [44] for global climate modeling), or workflows (long term global climate modeling).

As for most applications the team is targeting, the challenge is to thoroughly analyze climate-forecasting applications to model their needs in terms of programming model, execution model, energy consumption, data access pattern, and computing needs. Once a proper model of an application has been set up, appropriate scheduling heuristics could be designed, tested, and compared. The team has a long tradition of working with CERFACS on this topic, for example in the LEGO (2006-09) and SPADES (2009-12) French ANR projects.

4.3. Astrophysics

Astrophysics is a major field to produce large volume of data. For instance, the Large Synoptic Survey Telescope (<http://www.lsst.org/lsst/>) will produce 15 TB of data every night, with the goals of discovering thousands of exoplanets and of uncovering the nature of dark matter and dark energy in the universe. The Square Kilometer Array (<http://www.skatelescope.org/>) produces 9 Tbits/s of raw data. One of the scientific projects related to this instrument called Evolutionary Map of the Universe is working on more than 100 TB of images. The Euclid Imaging Consortium will generate 1 PB data per year.

Avalon collaborates with the *Institut de Physique Nucléaire de Lyon* (IPNL) laboratory on large scale numerical simulations in astronomy and astrophysics. Contributions of the Avalon members have been related to algorithmic skeletons to demonstrate large scale connectivity, the development of procedures for the generation of realistic mock catalogs, and the development of a web interface to launch large cosmological simulations on GRID'5000.

This collaboration, that continues around the topics addressed by the CLUES project (<http://www.clues-project.org>), has been extended thanks to the tight links with the CC-IN2P3. Major astrophysics projects execute part of their computing, and store part of their data on the resources provided by the CC-IN2P3. Among them, we can mention SNFactory, Euclid, or LSST. These applications constitute typical use cases for the research developed in the Avalon team: they are generally structured as workflows and a huge amount of data (from TB to PB) is involved.

4.4. Bioinformatics

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

The Avalon team is a member of BioSyL (<http://www.biosyl.org>), a Federative Research Structure attached to University of Lyon. It gathers about 50 local research teams working on systems biology. Moreover, the team cooperates with the French Institute of Biology and Chemistry of Proteins (IBCP <http://www.ibcp.fr>) in particular through the ANR MapReduce project where the team focuses on a bio-chemistry application dealing with protein structure analysis. These collaborations bring scientific applications that are both dynamic and data-intensive.

CTRL-A Exploratory Action

4. Application Domains

4.1. Distributed systems and High-Performance Computing

Distributed systems have grown to levels of scale and complexity where it is difficult to master their administration and resources management, in dynamic and open environments. One of the growing concerns is that the energy consumption has reached levels where it can not be considered negligible anymore, ecologically or economically. Data centers or high performance computing grids need to be controlled in order to combine minimized power needs with sustained performance and quality of service. As mentioned above, this motivates the automation of their management, and is the major topic of, amongst others, our ANR project Ctrl-Green (see 8.2.1).

Another challenge in distributed systems is in the fast growing amounts of data to process and store. Currently one of the most common ways of dealing with these challenges is the parallel programming paradigm MapReduce which is slowly becoming the de facto tool for Big Data analytics. While its use is already widespread in the industry, ensuring performance constraints while also minimizing costs provides considerable challenges. Current approaches to ensure performance in cloud systems can be separated into three categories: static, reactive, predictive and hybrid approaches. In the industry, static deployments are the standard and usually tuned based on the application peak demand and are generally over-provisioned. Reactive approaches are usually based on reacting to an input metric such as the current CPU utilisation, request rate, response time by adding and removing servers as necessary. Some public cloud providers offer reactive techniques such as the Amazon Auto Scaler. They provide the basic mechanisms for reactive controllers, but it is up to the user to define the static scaling thresholds which is difficult and not optimal. To deal with this issue, we propose a control theoretical approach, based on techniques that have already proved their usefulness for the control community.

In the domain of parallel systems and High Performance Computing, systems are traditionally less open and more controlled by administrators, but this trend is changing, as they are facing the same challenges in energy consumption, needs for adaptivity in reaction to changing workloads, and security issues in computation outsourcing. Topics of interest for us in this domain concern problem in dynamical management of memory and communications features, which we are exploring in the HPES project of the Labex Persybal-lab (see 8.1).

4.2. Reconfigurable architectures in embedded systems

Dynamically reconfigurable hardware has been identified as a promising solution for the design of energy efficient embedded systems. A common argument in favor of this kind of architecture is the specialization of processing elements, that can be adapted to application functions in order to minimize the delay, the control cost and to improve data locality. Another key benefit is the hardware reuse to minimise the area, and therefore the static power and cost. Further advantages such as hardware updates in long-life products and self-healing capabilities are also often mentioned. In presence of context changes (e.g. environment or application functionality), self-adaptive technique can be applied as a solution to fully benefit from the runtime reconfigurability of a system.

Dynamic Partial Reconfiguration (DPR) of FPGA is another accessible solution to implement and experiment reconfigurable hardware. It has been widely explored and detailed in literature. However, it appears that such solutions are not extensively exploited in practice for two main reasons: i) the design effort is extremely high and strongly depends on the available chip and tool versions; and ii) the simulation process, which is already complex for non-reconfigurable systems, is prohibitively large for reconfigurable architectures. As a result, new adequate methods are required to fully exploit the potential of dynamically reconfigurable and

self-adaptive architectures. We are working in this topic, especially on the reconfiguration control aspect, in cooperation with teams specialized in reconfigurable architectures such as the former DaRT team at Inria Lille, and LabSticc in Lorient, as in the recently ended ANR project Famous.

4.3. Smart environments and Internet of Things

Another application domain for autonomic systems design and control is the Internet of Things, and especially the design of smart environments, at the level of homes, buildings, or cities. These domains are often considered at the level of sensors networks, with a strong emphasis on the acquisition of data in massive scales. The infrastructures are sometimes also equipped with actuators, with a wide range of applications, for example concerning lighting or heating, or access and security aspects. We are interested in closing the control loop in such environments, which is less often studied. In particular, rule-based languages are often used to define the automated systems, and we want to contribute to the safe design of such controllers with guarantees on their behaviors. We are working in this topic in cooperation with teams specialized in infrastructures for smart environments at CEA LETI/DACLE and Orange labs.

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 make 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/iBird 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-Christophe Lucet (Professeur des université Paris VII, Praticien hospitalier APHP).

4.2. Network Science / Complex networks

In the last ten years the science of complex networks has been assigned an increasingly relevant role in defining a conceptual framework for the analysis of complex systems. Network science is concerned with graphs that map entities and their interactions to nodes and links. For a long time, this mathematical abstraction has contributed to the understanding of real-world systems in physics, computer science, biology, chemistry, social sciences, and economics. Recently, however, enormous amounts of detailed data, electronically collected and meticulously catalogued, have finally become available for scientific analysis and study. This has led to the discovery that most networks describing real world systems show the presence of complex properties and heterogeneities, which cannot be neglected in their topological and dynamical description. This has called forth a major effort in developing the methodology to characterize the topology and temporal behavior of complex networks, to describe the observed structural and temporal heterogeneities, to detect and measure emerging community structure, to see how the functionality of networks determines their evolving structure, and to determine what kinds of correlations play a role in their dynamics. All these efforts have brought us to a point where the science of complex networks has become advanced enough to help us to disclose the deeper roles of complexity and gain understanding about the behavior of very complicated systems.

In this endeavor the DANTE project targets the study of dynamically evolving networks, concentrating on questions about the evolving structure and dynamical processes taking place on them. During the last year we developed several projects along these lines concerning three major datasets:

- Mobile telephony data: In projects with academic partners and Grandata we performed projects based on two large independent datasets collecting the telephone call and SMS event records for million of anonymized individuals. The datasets record the time and duration of mobile phone interactions and some coarse grained location and demographic data for some users. In addition one of the dataset is coupled with anonymised bank credit information allowing us to study directly the socioeconomic structure of a society and how it determines the communication dynamics and structure of individuals.
- Skype data: Together with Skype Labs/STACC and other academic groups we were leading projects in the subject of social spreading phenomena. These projects were based on observations taken from a temporally detailed description of the evolving social network of (anonymized) Skype users registered between 2003 and 2011. This data contains dates of registration and link creation together with gradual information about their location and service usage dynamics.

- Twitter data: In collaboration with ICAR-ENS Lyon we collected a large dataset about the microblogs and communications of millions of Twitter users in the French Twitter space. This data allows us to follow the spreading of fads/opinions/hashtags/ideas and more importantly linguistic features in online communities. The aim of this collaboration is to set the ground for a quantitative framework studying the evolution of linguistic features and dialects in an social-communication space mediated by online social interactions.

MESCAL Project-Team

4. Application Domains

4.1. Cloud, Grid, Multi-core and Desktop Computing

Participants: Arnaud Legrand, Olivier Richard, Jean-Marc Vincent.

Software tools were developed to carry experiments on clouds and grids (Kameleon and Expo). Other tools (Pajé, Viva, Framesoc and Ocelotl) have been designed to monitor, trace and analyse applications running on multi-core and grid computers. Such traces have also been used in SIMGRID to simulate volunteer computing systems at unprecedented scale.

4.2. Wireless Networks

Participants: Bruno Gaujal, 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. We have also been working on optimal spectrum management of MIMO systems, routing in ad-hoc works and power allocation in future 5G networks.

4.3. 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.

4.4. Energy and Transportation

Participant: Nicolas Gast.

This work is mainly done within the Quanticol European project.

Smart urban transport systems and smart grids are two examples of collective adaptive systems. They consist of a large number of heterogeneous entities with decentralised control and varying degrees of complex autonomous behaviour. Within the QUANTICOL project, we develop an analysis tools to help to reason about such systems. Our work relies on tools from fluid and mean-field approximation to build decentralized algorithms that solve complex optimization problems. We focus on two problems: decentralized control of electric grids and capacity planning in vehicle-sharing systems to improve load balancing.

MOAIS Project-Team (section vide)

ROMA Team

4. Application Domains

4.1. 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 5.1) are: structural mechanics, biomechanics, medical image processing, tomography, geophysics, electromagnetism, fluid dynamics, econometric models, oil reservoir simulation, magneto-hydro-dynamics, chemistry, acoustics, glaciology, astrophysics, circuit simulation, and work on hybrid direct-iterative methods.

SOCRATE Project-Team

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 mentioned 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 (radiocommunication) 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 development of the FIT platform [49] 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 Joint Tactical Radio System, and Darpa focus on Mobile Ad-hoc Networks (MANETS) have brought important deliverables, like the Software Communications Architecture (SCA) for instance [50].

Recent natural disasters have brought considerable attention to the need of enhanced public safety communication abroad [48]. Socrate is 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 led recently to the creation of a start-up company, led 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 directions 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 of 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.

TYREX Project-Team

4. Application Domains

4.1. Web Programming Technologies

Despite the major social and economic impacts of the web revolution, current web programming methods and content representation are lagging behind and remain severely limited and in many respects archaic. Dangerously, designing web applications even becomes increasingly complex as it relies more and more on a jungle of programming languages, tools and data formats, each targeted toward a different application layer (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 and security holes. In addition, the communication aspects are often handled independently via remote service invocations and represent another source of complexity and vulnerability. We believe that we reached a level where there is an urgent need and a growing demand for alternative programming frameworks that capture the essence of web applications: advanced content, data and communication. Therefore, successful candidate frameworks must capture rich document formats, data models and communication patterns. A crucial aspect is 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. For all these reasons, we believe that a new generation of tools must be created and developed in order to overcome the aforementioned limitations of current web technologies.

4.2. Multimedia and Augmented Environments

The term Augmented Environments refers collectively to ubiquitous computing, context-aware computing, and intelligent environments. The goal of our research on these environments is to introduce personal Augmented Reality (AR) devices, taking advantage of their embedded sensors. We believe that personal AR devices such as mobile phones or tablets will play a central role in augmented environments. These environments offer the possibility of using ubiquitous computation, communication, and sensing to enable the presentation of context-sensitive information and services to the user. AR applications often rely on 3D content and employ specialized hardware and computer vision techniques for both tracking and scene reconstruction and exploration. Our approach tries to seek a balance between these traditional AR contexts and what has come to be known as mobile AR browsing. It first acknowledges that mobile augmented environment browsing does not require that 3D content be the primary means of authoring. It provides instead a method for HTML5 and audio content to be authored, positioned in the surrounding environments and manipulated as freely as in modern web browsers. The applications we develop to guide and validate our concepts are pedestrian navigation techniques and applications for cultural heritage visits. Features found in augmented environments are demanding for the other activities in the team. They require all kinds of multimedia information, that they have to combine. This information has to be processed efficiently and safely, often in real time, and it also, for a significant part, has to be created by human users.

URBANET Team

4. Application Domains

4.1. Smart urban infrastructure

Unlike the communication infrastructure that went through a continuous development in the last decades, the distribution networks in our cities including water, gas and 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 became 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 necessities of both consumers and suppliers

Another fundamental urban infrastructure is the transportation system. The progress made in 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 can be achieved through 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 architecture 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 participatory 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. Human-centric networks

Combining location awareness and data recovered from multiple sources like social networks or sensing devices can surface previously unknown characteristics of the urban environment, and enable important new services. As a few examples, one could think of informing citizens about often disobeyed (and thus risky) traffic signs, polluted neighborhoods, or queue waiting times at current exhibitions in the urban area.

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.

E-MOTION Project-Team

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*⁰ 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*.

⁰Advanced Driver Assistance Systems

EXMO Project-Team

4. Application Domains

4.1. Semantic web technologies

The main application context motivating our work is the “semantic web” infrastructure [18].

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 enables 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” [14] complements the web, with formal knowledge representation spanning across sites. Taking advantage of this semantic web requires 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 more specific uses of semantic web technologies in wider context (typically in the smart city context, §7.2.1.1).

IMAGINE Project-Team

4. Application Domains

4.1. Domain

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 modeling within the reach of the general public, enabling educators, media and other practitioners to author their own 3D content.

Our current application domains are:

- Visual arts
 - Modeling and animation for 3D films and games.
 - Virtual cinematography and tools for theatre directors.
- Engineering
 - Industrial design.
 - Mechanical & civil engineering.
- Natural Sciences
 - Virtual functional anatomy.
 - Virtual plants.
- Education and Creative tools
 - Sketch-based teaching.
 - Creative environments for novice users.

The diversity of users these domains bring, from digital experts to other professionals and novices, gives us excellent opportunities to validate our general methodology with different categories of users. Our ongoing projects in these various application domains are listed in Section 6.

LEAR Project-Team

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 images⁰, 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).

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.

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.

⁰<http://www.sims.berkeley.edu/research/projects/how-much-info/summary.html>

MAVERICK Project-Team (section vide)

MORPHEO Project-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-Flight 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 analyzes 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 cues 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 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.

PERCEPTION Project-Team (section vide)

PRIMA Project-Team (section vide)