



RESEARCH CENTER
Grenoble - Rhône-Alpes

FIELD

Activity Report 2014

Section Software

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ARIC Project-Team

5. New Software and Platforms

5.1. Overview

AriC software realizations are accessible from the web page <http://www.ens-lyon.fr/LIP/AriC/ware>. We describe below only those which progressed in 2014.

5.2. GNU MPFR

Participant: Vincent Lefèvre [correspondant].

GNU MPFR is an efficient multiple-precision floating-point library with well-defined semantics (copying the good ideas from the IEEE-754 standard), in particular correct rounding in 5 rounding modes. GNU MPFR provides about 80 mathematical functions, in addition to utility functions (assignments, conversions...). Special data (*Not a Number*, infinities, signed zeros) are handled like in the IEEE-754 standard.

MPFR was one of the main pieces of software developed by the old SPACES team at Loria. Since late 2006, with the departure of Vincent Lefèvre to Lyon, it has become a joint project between the Caramel (formerly SPACES then CACAO) and the AriC (formerly Arénaire) project-teams. MPFR has been a GNU package since 26 January 2009.

An MPFR-MPC developers meeting took place from 20 to 22 January 2014 in Nancy. There was no new release this year, but various developments were done in the trunk.

The main work done in the AriC project-team:

- Changed the behavior of the `mpfr_set_exp` function to avoid undefined behavior in some cases (this change mainly impacted the internal usage).
- Bug fixes and various improvements (portability, efficiency, etc.).
- The `mpfr_sum` function is being rewritten (`new-sum` branch); see Section 6.2.8 .

URL: <http://www.mpfr.org/>

GNU MPFR is on the Black Duck Open Hub community platform for free and open source software: <https://www.openhub.net/p/gnu-mpfr>

- ACM: D.2.2 (Software libraries), G.1.0 (Multiple precision arithmetic), G.4 (Mathematical software).
- AMS: 26-04 Real Numbers, Explicit machine computation and programs.
- APP: no longer applicable (copyright transferred to the Free Software Foundation).
- License: LGPL version 3 or later.
- Type of human computer interaction: C library, callable from C or other languages via third-party interfaces.
- OS/Middleware: any OS, as long as a C compiler is available.
- Required library or software: **GMP**.
- Programming language: C.
- Documentation: API in texinfo format (and other formats via conversion); algorithms are also described in a separate document.

5.3. Exhaustive Tests for the Correct Rounding of Mathematical Functions

Participant: Vincent Lefèvre.

The search for the worst cases for the correct rounding (hardest-to-round cases) of mathematical functions (exp, log, sin, cos, etc.) in a fixed precision (mainly double precision) using Lefèvre’s algorithm is implemented by a set of utilities written in Perl, with calls to Maple/intpakX for computations on intervals and with C code generation for fast computations. It also includes a client-server system for the distribution of intervals to be tested and for tracking the status of intervals (fully tested, being tested, aborted).

The Perl scripts have been improved (in particular, for the interaction with Grid Engine).

5.4. FPLLL: A Lattice Reduction Library

Participant: Damien Stehlé [correspondant].

fpLLL contains several algorithms on lattices that rely on floating-point computations. This includes implementations of the floating-point LLL reduction algorithm, offering different speed/guarantees ratios. It contains a “wrapper” choosing the estimated best sequence of variants in order to provide a guaranteed output as fast as possible. In the case of the wrapper, the succession of variants is oblivious to the user. It also includes a rigorous floating-point implementation of the Kannan-Fincke-Pohst algorithm that finds a shortest non-zero lattice vector, and the BKZ reduction algorithm.

The fpLLL library is used or has been adapted to be integrated within several mathematical computation systems such as Magma, Sage, and PariGP. It is also used for cryptanalytic purposes, to test the resistance of cryptographic primitives.

This year, several improvements to the BKZ (block Korkine Zolotarev) algorithm have been implemented. Further, the library is now hosted on `github`.

URL: <https://github.com/dstehle/fplll>

- ACM: D.2.2 (Software libraries), G.4 (Mathematical software)
- APP: Procedure started
- License: LGPL v2.1
- Type of human computer interaction: C++ library callable, from any C++ program.
- OS/Middleware: any, as long as a C++ compiler is available.
- Required library or software: MPFR and GMP.
- Programming language: C++.
- Documentation: available in html format on **URL:** <https://github.com/dstehle/fplll>

5.5. Sipe

Participant: Vincent Lefèvre.

Sipe is a mini-library in the form of a C header file, to perform radix-2 floating-point computations in very low precisions with correct rounding, either to nearest or toward zero. The goal of such a tool is to do proofs of algorithms/properties or computations of tight error bounds in these precisions by exhaustive tests, in order to try to generalize them to higher precisions. The currently supported operations are addition, subtraction, multiplication (possibly with the error term), fused multiply-add/subtract (FMA/FMS), and miscellaneous comparisons and conversions. Sipe provides two implementations of these operations, with the same API and the same behavior: one based on integer arithmetic, and a new one based on floating-point arithmetic.

New in 2014:

- `sipe_to_mpfr` function;
- support for `__float128` from GCC/libquadmath (implementing the binary128 format);
- some corrections.

URL: <https://www.vinc17.net/research/sipe/>

- ACM: D.2.2 (Software libraries), G.4 (Mathematical software).
- AMS: 26-04 Real Numbers, Explicit machine computation and programs.
- License: LGPL version 2.1 or later.
- Type of human computer interaction: C header file.
- OS/Middleware: any OS.
- Required library or software: GCC compiler.
- Programming language: C.
- Documentation: comment at the beginning of the code and Research report Inria RR-7832.

5.6. Gfun

Participant: Bruno Salvy.

Gfun is a Maple package for the manipulation of linear recurrence or differential equations. It provides tools for guessing a sequence or a series from its first terms; for manipulating rigorously solutions of linear differential or recurrence equations, using the equation as a data-structure. This year, the implementation effort was focused on speeding up the guessing routines in the case of sequences with symbolic parameters that come up in general hypergeometric identities.

AVALON Project-Team

5. New Software and Platforms

5.1. BitDew/Active Data

Participants: Gilles Fedak [correspondant], Anthony Simonet.

BITDEW is an open source middleware implementing a set of distributed services for large scale data management on Desktop Grids and Clouds. BITDEW relies on five abstractions to manage the data : i) replication indicates how many occurrences of a data should be available at the same time on the network, ii) fault-tolerance controls the policy in presence of hardware failures, iii) lifetime is an attribute absolute or relative to the existence of other data, which decides of the life cycle of a data in the system, iv) affinity drives movement of data according to dependency rules, v) protocol gives the runtime environment hints about the protocol to distribute the data (http, ftp, or bittorrent). Programmers define for every data these simple criteria, and let the BITDEW runtime environment manage operations of data creation, deletion, movement, replication, and fault-tolerance operation.

BITDEW is distributed open source under the GPLv3 or Cecill licence at the user's choice. 10 releases were produced over the last two years, and it has been downloaded approximately 6,000 times on the Inria forge. Known users are Université Paris-XI, Université Paris-XIII, University of Florida (USA), Cardiff University (UK) and University of Sfax (Tunisia). In terms of support, the development of BitDew is partly funded by the Inria ADT BitDew and by the ANR MapReduce projects. Thanks to this support, we have developed and released the first prototype of the MapReduce programming model for Desktop Grids on top of BitDew. In 2012, 8 versions of the software have been released, including the version 1.2.0 considered as a stable release of BitDew with many advanced features. Our most current extension focuses on Active Data, which is a data-centric and event-driven programming model combined with a runtime environment, which allows to expose and manage data set life cycle. Active Data strength is to facilitate the development of applications that handle dynamic data sets distributed on heterogeneous systems and infrastructures.

5.2. DIET

Participants: Daniel Balouek Thomert, Eddy Caron [correspondant], Frédéric Desprez, Maurice Faye, Arnaud Lefray, Guillaume Verger, Jonathan Rouzaud-Cornabas, Lamiel Toch, Huaxi Zhang.

Huge problems can now be processed over the Internet thanks to Grid and Cloud middleware systems. The use of on-the-shelf applications is needed by scientists of other disciplines. Moreover, the computational power and memory needs of such applications may of course not be met by every workstation. Thus, the RPC paradigm seems to be a good candidate to build Problem Solving Environments on the Grid or Cloud. The aim of the DIET project (<http://graal.ens-lyon.fr/DIET>) is to develop a set of tools to build computational servers accessible through a GridRPC API.

Moreover, the aim of a middleware system such as DIET is to provide a transparent access to a pool of computational servers. DIET focuses on offering such a service at a very large scale. A client which has a problem to solve should be able to obtain a reference to the server that is best suited for it. DIET is designed to take into account the data location when scheduling jobs. Data are kept as long as possible on (or near to) the computational servers in order to minimize transfer times. This kind of optimization is mandatory when performing job scheduling on a wide-area network. DIET is built upon *Server Daemons*. The scheduler is scattered across a hierarchy of *Local Agents* and *Master Agents*. Applications targeted for the DIET platform are now able to exert a degree of control over the scheduling subsystem via *plug-in schedulers*. As the applications that are to be deployed on the Grid vary greatly in terms of performance demands, the DIET plug-in scheduler facility permits the application designer to express application needs and features in order that they be taken into account when application tasks are scheduled. These features are invoked at runtime after a user has submitted a service request to the MA, which broadcasts the request to its agent hierarchy.

DIET provide a support for Cloud architecture. and it takes benefits from virtualized resources. As cloud resources are dynamic, we have on-going research in the field of automatic and elastic deployment for middleware systems. DIET will be able to extend and reduce the amount on aggregated resources and adjust itself when resources fail.

In the context of the Seed4C project, we have studied how secured our platform, authenticated and secured interactions between the different parts of our middleware and between our middleware and its users. By the way, we have added the SSL support into the DIET communication layer. We have worked to show how to securely use public cloud storage without taking the risk of losing confidentiality of data stored on them.

We have started a work to design a plug-in schedulers into DIET to deal with energy management. Using this scheduler we have obtain a significatif gain close to 25% with a minor weakening of performance (6%). Moreover we have experimented some dynamic resources management through DIET based on the energy criteria.

5.3. Sam4c

Participants: Eddy Caron, Arnaud Lefray [correspondant], Jonathan Rouzaud-Cornabas.

Sam4C (<https://gforge.inria.fr/projects/sam4c/>) -Security-Aware Models for Clouds- is a graphical and textual editor to model Cloud applications (as virtual machines, processes, files and communications) and describe its security policy. Sam4C is suitable to represent any static application without deadline or execution time such as n-tiers or parallel applications. This editor is generated in Java from an EMF -Eclipse Modeling Framework-metamodel to simplify any modifications or extensions. The application model and the associated security policy are compiled in a single XML file which serves as input for an external Cloud security-aware scheduler. Alongside with this editor, Cloud architecture models and provisioning algorithms are provided for simulation (in the current version) or real deployments (in future versions). During this step of development this software is private and available only for Seed4C project members. The design of Sam4c is a joint effort with INSA Centre Val de Loire.

5.4. SimGrid

Participants: Jonathan Rouzaud-Cornabas, Frédéric Suter [correspondant].

SIMGRID is a toolkit for the simulation of distributed applications in heterogeneous distributed environments. The specific goal of the project is to facilitate research in the area of parallel and distributed large scale systems, such as Grids, P2P systems and clouds. Its use cases encompass heuristic evaluation, application prototyping or even real application development and tuning. SIMGRID has an active user community of more than one hundred members, and is available under GPLv3 from <http://simgrid.gforge.inria.fr/>.

5.5. HLCMi, L²C, & Gluon++

Participants: Hélène Coullon, Vincent Lanore, Christian Perez [correspondant], Jérôme Richard.

HLCMi (<http://hlcm.gforge.inria.fr>) is an implementation of the HLCM component model. HLCM is a generic extensible component model with respect to component implementations and interaction concerns. Moreover, HLCM is abstract; it is its specialization—such as HLCM/L²C—that defines the primitive elements of the model, such as the primitive components and the primitive interactions.

HLCMi is making use of Model-driven Engineering (MDE) methodology to generate a concrete assembly from an high level description. It is based on the Eclipse Modeling Framework (EMF). HLCMi contains 700 Emfatic lines to describe its models and 7000 JAVA lines for utility and model transformation purposes. HLCMi is a general framework that supports several HLCM specializations: HLCM/CCM, HLCM/JAVA, HLCM/L²C and HLCM/Charm++ (known as Gluon++).

L²C (<http://hlcm.gforge.inria.fr>) is a *Low Level Component* model implementation targeting at use-cases where overhead matters such as High-Performance Computing. L²C does not offer network transparency neither language transparency. Instead, L²C lets the user choose between various kinds of interactions between components, some with ultra low overhead and others that support network transport. L²C is extensible as additional interaction kinds can be added quite easily. L²C currently supports C++, FORTRAN 2013, MPI and CORBA interactions.

Gluon++ (<http://hlcm.gforge.inria.fr>) is a thin component model layer added on top of Charm++ (<http://charm.cs.uiuc.edu/>). It defines chare components as a Charm++ chare with minimal metadata, C++ components as a C++ class with minimal metadata, (asynchronous) entry method calls between components, and plain C++ method calls between components.

L²C and Gluon++ are implemented in the LLCMc++ framework (<http://hlcm.gforge.inria.fr>). It is distributed under a LGPL licence and represents 6400 lines of C++.

5.6. Execo

Participants: Matthieu Imbert [correspondant], Laurent Pouilloux.

Execo(<http://execo.gforge.inria.fr>) is a Python library designed for rapid prototyping of experiments on distributed systems, automatization of system administration tasks (such as deployment and configuration of distributed middleware), and creation of reproducible experiments scripts. It allows easy and asynchronous management of thousands of local or remote unix processes and offers tools for easy usage of the Grid'5000 platform services.

Execo currently has more than 20 users in and outside the AVALON team, who rely on it to automate experimental workflows. It was used to develop one of the two contenders who won the 2014 Grid'5000 Large Scale Deployment Challenge. It is used as a building block in the Grid'5000 metrology service and has been used to produce experimental results involved in numerous papers and reports.

It is distributed under GPLv3 and it is made of 7200 lines of code.

5.7. Kwapi

Participants: Laurent Lefèvre [correspondant], François Rossigneux, Jean-Patrick Gelas, Laurent Pouilloux.

Kwapi (<https://launchpad.net/kwapi>) is a software framework dealing with energy monitoring of large scale infrastructures through heterogeneous energy sensors. Kwapi has been designed inside the FSN XLCloud project for Openstack infrastructures. Through the support of Hemera Inria project, kwapi has been extended and deployed in production mode to support easy and large scale energy profiling of the Grid5000 resources.

5.8. Platforms

5.8.1. Grid'5000

Participants: Frédéric Desprez, Simon Delamare, Laurent Lefèvre, David Loup, Christian Perez, Marc Pinhède, Laurent Pouilloux.

The GRID'5000 experimental platform (<http://www.grid5000.fr>) is a scientific instrument to support computer science research related to distributed systems, including parallel processing, high performance computing, cloud computing, operating systems, peer-to-peer systems and networks. It is distributed on 10 sites in France and Luxembourg, including Lyon. GRID'5000 is a unique platform as it offers to researchers many and varied hardware resources and a complete software stack to conduct complex experiments, ensure reproducibility and ease understanding of results.

Not only GRID'5000 is heavily used for Avalon research, but several team members are also involved in GRID'5000 direction:

- Frédéric Desprez is leading the “Groupement d’Intérêt Scientifique Groupement Grille 5K” which drives GRID'5000.
- Laurent Lefèvre is responsible of the GRID'5000 Lyon platform and member of the GRID'5000 direction committee.
- Christian Perez is leading the Hemera initiative (<https://www.grid5000.fr/Hemera>) and he is a member of the GRID'5000 direction committee.
- Simon Delamare is the platform's operational manager.

Avalon also provides an important effort for Grid'5000 operation and development by hosting several engineers belonging to Grid'5000 technical team (Marc Pinhède, David Loup) or HEMERA IPL (Laurent Pouilloux).

BAMBOO Project-Team

5. New Software and Platforms

5.1. AcypiCyc

Participants: Hubert Charles [EPI], Patrice Baa Puyoule [Contact, Patrice.Baa-Puyoulet@lyon.inra.fr], Stefano Colella [Contact, stefano.colella@lyon.inra.fr], Ludovic Cottret, Marie-France Sagot [EPI], Augusto Vellozo [Contact, augusto@cycadsys.org], Amélie Véron.

Database of the metabolic network of *Acyrtosiphon pisum*.

<http://acypicyc.cycadsys.org/>

5.2. AIViE

Participants: Pierluigi Crescenzi [Contact, pierluigi.crescenzi@unifi.it, ext. member EPI], Giorgio Gambosi, Roberto Grossi, Carlo Nocentini, Tommaso Papini, Walter Verdese.

ALViE is a post-mortem algorithm visualization Java environment, which is based on the interesting event paradigm. The current distribution of ALViE includes more than forty visualizations. Almost all visualizations include the representation of the corresponding algorithm C-like pseudo-code. The ALViE distribution allows a programmer to develop new algorithms with their corresponding visualization: the included Java class library, indeed, makes the creation of a visualization quite an easy task (once the interesting events have been identified).

<http://piluc.dsi.unifi.it/alvie/>

5.3. Cassis

Participants: Christian Baudet [EPI, Contact, christian.baudet@inria.fr], Christian Gautier [EPI], Claire Lemaitre [Contact, claire.lemaitre@inria.fr], Marie-France Sagot [EPI], Eric Tannier.

Algorithm for precisely detecting genomic rearrangement breakpoints.

<http://pbil.univ-lyon1.fr/software/Cassis/>

5.4. Coala

Participants: Christian Baudet [EPI, Contact, christian.baudet@inria.fr], Pierluigi Crescenzi, Bea Donati [EPI, Contact, bea.donati@inria.fr], Christian Gautier [EPI], Catherine Matias, Blerina Sinimeri [EPI, Contact, blerina.sinimeri@inria.fr], Marie-France Sagot [EPI, Contact, marie-france.sagot@inria.fr].

COALA stands for “CO-evolution Assessment by a Likelihood-free Approach”. It is thus a likelihood-free method for the co-phylogeny reconstruction problem which is based on an Approximative Bayesian Computation (ABC).

<http://coala.gforge.inria.fr/>

5.5. C3Part & Isofun

Participants: Frédéric Boyer, Yves-Pol Deniérou, Anne Morgat [EPI, ext. member], Marie-France Sagot [EPI], Alain Viari [EPI, Contact, alain.viari@inria.fr].

The C3Part / Isofun package implements a generic approach to the local alignment of two or more graphs representing biological data, such as genomes, metabolic pathways or protein-protein interactions, in order to infer a functional coupling between them. It is based on the notion of “common connected components” between graphs. <http://www.inrialpes.fr/helix/people/viari/lxgraph/index.html>

5.6. CycADS

Participants: Hubert Charles [EPI], Patrice Baa Puyoule [Contact, Patrice.Baa-Puyoulet@lyon.inra.fr], Stefano Colella [Contact, stefano.colella@lyon.inra.fr], Ludovic Cottret, Marie-France Sagot [EPI], Augusto Vellozo [Contact, augusto@cycadsys.org].

Cyc annotation database system.

<http://www.cycadsys.org/>

5.7. Eucalypt

Participants: Christian Baudet [EPI, Contact, christian.baudet@inria.fr], Pierluigi Crescenzi, Bea Donati [Contact, bea.donati@inria.fr], Blerina Sinimeri, Marie-France Sagot [EPI].

Algorithm for enumerating all optimal (possibly time-unfeasible) mappings of a parasite tree unto a host tree.

<http://eucalypt.gforge.inria.fr/>

5.8. Gobbolino & Touché

Participants: Vicente Acuña [EPI], Etienne Birmelé, Ludovic Cottret, Pierluigi Crescenzi, Fabien Jourdan, Vincent Lacroix, Alberto Marchetti-Spaccamela [EPI, ext. member], Andrea Marino, Paulo Vieira Milreu [EPI, Contact, pvmilreu@gmail.com], Marie-France Sagot [EPI, Contact, marie-france.sagot@inria.fr], Leen Stougie [EPI, ext. member].

Designed to solve the metabolic stories problem, which consists in finding all maximal directed acyclic subgraphs of a directed graph G whose sources and targets belong to a subset of the nodes of G , called the black nodes. Biologically, stories correspond to alternative metabolic pathways that may explain some stress that affected the metabolites corresponding to the black nodes by changing their concentration (measured by metabolomics experiments).

<http://gforge.inria.fr/projects/gobbolino>

5.9. KisSNP

Participants: Vincent Lacroix [EPI], Pierre Peterlongo [Contact, pierre.peterlongo@inria.fr], Nadia Pisanti, Marie-France Sagot [EPI], Nicolas Schnel.

Algorithm for identifying SNPs without a reference genome by comparing raw reads. KISSNP has now given birth to DISCOSNP in a work involving V. Lacroix from BAMBOO and the GenScale Inria Team at Rennes (contact: pierre.peterlongo@inria.fr).

<http://alcovna.genouest.org/kissnp/>, <http://colibread.inria.fr/software/discosnp/>

5.10. KisSplice & KisSplice2igv7

Participants: Lilia Brinza [EPI], Alice Julien-Laferrière [EPI], Janice Kielbassa, Vincent Lacroix [Contact, EPI], Camille Marchet [EPI], Vincent Miele, Gustavo Sacomoto [EPI], Marie-France Sagot [EPI].

Enables to analyse RNA-seq data with or without a reference genome. It is an exact local transcriptome assembler, which can identify SNPs, indels and alternative splicing events. It can deal with an arbitrary number of biological conditions, and will quantify each variant in each condition. KISSPLICE2IGV is a pipeline that combines the outputs of KISSPLICE to a reference transcriptome (obtained with a full-length transcriptome assembler or a reference database). It provides a visualisation of the events found by KISSPLICE in a longer context using a genome browser (IGV).

<http://kisssplice.prabi.fr/>

5.11. kissDE

Participants: Lilia Brinza [EPI], Janice Kielbassa, Vincent Lacroix [Contact, EPI], Camille Marchet [EPI], Vincent Miele.

KISSDE is an R Package enabling to test if a variant (genomic variant or splice variant) is enriched in a condition. It takes as input a table of read counts obtained from NGS data pre-processing and gives as output a list of condition specific variants. <http://kisssplice.prabi.fr/tools/kissDE/>

5.12. LASAGNE

Participants: Pierluigi Crescenzi [Contact, pierluigi.crescenzi@unifi.it, ext. member EPI], Roberto Grossi, Michel Habib, Claudio Imbrenda, Leonardo Lanzi, Andrea Marino.

LASAGNE is a Java application which allows the user to compute distance measures on graphs by making a clever use either of the breadth-first search or of the Dijkstra algorithm. In particular, the current version of LASAGNE can compute the exact value of the diameter of a graph: the graph can be directed or undirected and it can be weighted or unweighted. Moreover, LASAGNE can compute an approximation of the distance distribution of an undirected unweighted graph. These two features are integrated within a graphical user interface along with other features, such as computing the maximum (strongly) connected component of a graph.

http://piluc.dsi.unifi.it/lasagne/?page_id=142

5.13. MetExplore

Participants: Michael Barrett, Hubert Charles [EPI], Ludovic Cottret [Contact, Ludovic.Cottret@toulouse.inra.fr], Fabien Jourdan, Marie-France Sagot [EPI], Florence Vinson, David Wildridge.

Web server to link metabolomic experiments and genome-scale metabolic networks.

<http://metexplore.toulouse.inra.fr/metexplore/>

5.14. Migal

Participants: Julien Allali [Contact, julien.allali@labri.fr], Marie-France Sagot [EPI, Contact, marie-france.sagot@inria.fr].

RNA, tree comparison

Algorithm for comparing RNA structures.

<http://www-igm.univ-mlv.fr/~allali/logiciels/index.en.php>

5.15. Mirinho

Participants: Cyril Fournier [EPI], Susan Higashi [EPI, Contact, susan.higashi@inria.fr], Christian Gautier [EPI], Christine Gaspin, Marie-France Sagot [EPI].

Predicts, at a genome-wide scale, microRNA candidates.

<http://mirinho.gforge.inria.fr/>

5.16. MotusWEB

Participants: Ludovic Cottret, Fabien Jourdan, Vincent Lacroix [EPI, Contact, vincent.lacroix@univ-lyon1.fr], Odile Rogier, Marie-France Sagot [EPI].

Algorithm for searching and inferring coloured motifs in metabolic networks (web-based version - offers different functionalities from the downloadable version).

http://pbil.univ-lyon1.fr/software/motus_web/

5.17. Motus

Participants: Ludovic Cottret, Fabien Jourdan, Vincent Lacroix [EPI, Contact, vincent.lacroix@univ-lyon1.fr], Odile Rogier, Marie-France Sagot [EPI].

Algorithm for searching and inferring coloured motifs in undirected graphs (downloadable version - offers different functionalities from the web-based version).

<http://pbil.univ-lyon1.fr/software/motus/>

5.18. PhEVER

Participants: Christian Gautier [EPI], Vincent Lotteau, Leonor Palmeira [Contact, mlpalmeira@ulg.ac.be], Chantal Rabourdin-Combe, Simon Penel.

Database of homologous gene families built from the complete genomes of all available viruses, prokaryotes and eukaryotes and aimed at the detection of virus/virus and virus/host lateral gene transfers.

<http://pbil.univ-lyon1.fr/databases/phever/>

5.19. PepLine

Participants: Jérôme Garin, Alain Viari [EPI, Contact, alain.viari@inria.fr].

Pipeline for the high-throughput analysis of proteomic data.

5.20. Pitufo and family

Participants: Vicente Acuña [EPI], Ludovic Cottret [Contact, Ludovic.Cottret@toulouse.inra.fr], Alberto Marchetti-Spaccamela [EPI, ext. member], Paulo Vieira Milreu [EPI, Contact, pvmilreu@gmail.com], Marie-France Sagot [EPI], Leen Stougie [EPI, ext. member], Fabio Viduani-Martinez.

Algorithms to enumerate all minimal sets of precursors of target compounds in a metabolic network.

<http://sites.google.com/site/pitufosoftware/>

5.21. RepSeek

Participants: Guillaume Achaz [Contact, achaz@abi.snv.jussieu.fr], Eric Coissac, Alain Viari [EPI].

Finding approximate repeats in large DNA sequences.

<http://www.abi.snv.jussieu.fr/public/RepSeek/>

5.22. Smile

Participants: Laurent Marsan, Marie-France Sagot [EPI, Contact, marie-france.sagot@inria.fr].

Motif inference algorithm taking as input a set of biological sequences.

5.23. UniPathway

Participants: Eric Coissac, Anne Morgat [EPI, Contact, anne.morgat@inria.fr], Alain Viari [EPI].

Database of manually curated pathways developed with the Swiss-Prot group.

<http://www.unipathway.org>

BEAGLE Project-Team

4. New Software and Platforms

4.1. Aevol (artificial evolution)

Participants: Guillaume Beslon, Jonathan Rouzaud-Cornabas, Carole Knibbe, Priscila Biller, B erence Batut.

- Contact: Carole Knibbe (carole.knibbe@inria.fr).
- Aevol is a simulation software dedicated to the study of genome evolution. It allows to carry out *in silico* experimental evolution. Populations of digital organisms reproduce and mutate randomly, with both small mutations and large chromosomic rearrangements, in a steady or varying environment. A curve-fitting task is used to determine the fitness of the organisms and thus their rate of reproduction. The number of genes, their order, their sequences, their intergenic distances are all free to evolve. Thanks to a two-year grant from Inria’s Technological Development Department (ADT « aevol »), the development of an improved and parallel version of the software has started in October.
- URL: <http://www.aevol.fr>

4.2. EvoEvo modelization tool

Participants: Charles Rocabert, Guillaume Beslon, Carole Knibbe.

- Contact: Guillaume Beslon
- In the context of the EvoEvo european project (<http://www.evoevo.eu/>) we are developing an integrated model of microorganisms evolution. This model will extend the current evolutionary models developed in the team (Aevol and R-Aevol) by adding a metabolic level and an ecosystem level. In 2014, a first version has been developed and released that includes the genomic, genetic and metabolic levels.

4.3. FluoBacTracker

Participants: Hugues Berry, David P Parsons, Magali Vangkeosay.

- Contact: Hugues Berry (hugues.berry@inria.fr)
- FluoBacTracker is a software for automated quantification of bacterial cells in microscopy movies, developed in collaboration with INSERM U1001 and Paris 5 MAP (Applied Mathematics) Labs. The development (started october 2012) has been supported by a 2-year grant (ADT) funded by Inria’s Technological Development Department (Sept 2012- July 2014, project name: “MultiPop”). We hope this software will be useful to all the experimental biology labs that tries to derive single-cell data from bacteria growth microscopy movies. Co-developers include Magali Vangkeosay (BEAGLE), David P Parsons (SED, Inria Grenoble) and Xiaohu Song (INSERM U1001).

4.4. Ancestral Genome Reconstructions

Participant: Eric Tannier.

- Contact: Eric Tannier (eric.tannier@inria.fr).
- We participated in the development of a series of softwares for genome organization analysis:
 - ANGES, for ANcestral GENomeS maps, is a toolkit for ordering ancestral genomic markers in chromosomes. An application note has been published in *Bioinformatics* in 2012 to advertise its first release. It is hosted at SFU in Vancouver, URL: <http://paleogenomics.irmacs.sfu.ca/ANGES/>, under a GNU license, 2012.
 - DeCo and DeCoLT, for Detection of Co-evolution (with Lateral gene Transfer), reconstruct neighborhood relationships between genes of ancient genomes, in the presence of gene duplications, transfer and losses. Both are hosted at the PRABI, the bioinformatics platform in Lyon, under a Cecill license, 2012 and 2013. URL: <http://pbil.univ-lyon1.fr/software/DeCo/> and <http://pbil.univ-lyon1.fr/software/DeCoLT/>.
 - DCJ2HP provides bayesian samples of rearrangements scenarios between two genomes. It is hosted at the Renyi Institute in Budapest. URL: <http://www.renyi.hu/~miklosi/DCJ2HP/>

4.5. DMT4SP mining tool

Participant: Christophe Rigotti.

- Contact: Christophe Rigotti (christophe.rigotti@insa-lyon.fr).
- DMT4SP (Data-Mining Tool For Sequential Patterns) – DMT4SP is command-line tool to extract episodes and episode rules over a single sequence or several sequences of events. It allows to specify constraints on the episodes or on the rules. Three kinds of patterns can be extracted: (1) serial episodes, (2) serial episode rules having a single event type in the consequent, and (3) quantitative episodes (aka grouping of “homogeneous” occurrences of serial episodes with respect to the time gap between events). DMT4SP is a prototype that is freely distributed (<http://liris.cnrs.fr/~crigotti/dmt4sp.html>).

BIPOP Project-Team

5. New Software and Platforms

5.1. Nonsmooth dynamics: Siconos

Participants: Vincent Acary, Maurice Brémond, Olivier Huber, Franck Pérignon.

In the framework of the European project Siconos, Bipop was the leader of the Work Package 2 (WP2), dedicated to the numerical methods and the software design for nonsmooth dynamical systems. The aim of this work is to provide a common platform for the simulation, modeling, analysis and control of abstract nonsmooth dynamical systems. Besides usual quality attributes for scientific computing software, we want to provide a common framework for various scientific fields, to be able to rely on the existing developments (numerical algorithms, description and modeling software), to support exchanges and comparisons of methods, to disseminate the know-how to other fields of research and industry, and to take into account the diversity of users (end-users, algorithm developers, framework builders) in building expert interfaces in Python and end-user front-end through Scilab.

After the requirement elicitation phase, the Siconos Software project has been divided into 5 work packages which are identified to software products:

1. SICONOS/NUMERICS This library contains a set of numerical algorithms, already well identified, to solve non smooth dynamical systems. This library is written in low-level languages (C,F77) in order to ensure numerical efficiency and the use of standard libraries (Blas, Lapack, ...)
2. SICONOS/KERNEL This module is an object-oriented structure (C++) for the modeling and the simulation of abstract dynamical systems. It provides the users with a set of classes to describe their nonsmooth dynamical system (dynamical systems, interconnections, nonsmooth laws, ...) and to perform a numerical time integration and solving.
3. SICONOS/FRONT-END. This module is mainly an auto-generated wrapper in Python which provides a user-friendly interface to the Siconos libraries. A scilab interface is also provided in the Front-End module.
4. SICONOS/CONTROL This part is devoted to the implementation of control strategies of non smooth dynamical systems.
5. SICONOS/MECHANICS. This part is dedicated to the modeling and the simulation of multi-body systems with 3D contacts, impacts and Coulomb's friction. It uses the Siconos/Kernel as simulation engine but relies on an industrial CAD library (OpenCascade and pythonOCC) to deal with complex body geometries and to compute the contact locations and distances between B-Rep description and on Bullet for contact detection between meshes.

Further informations may be found at <http://siconos.gforge.inria.fr/>

5.2. Simulation of fibrous materials subject to frictional contact

5.2.1. MECHE: Modeling Entangling within Contacting hair fibErs

Participants: Florence Bertails-Descoubes, Gilles Daviet, Alexandre Derouet-Jourdan, Romain Casati, Laurence Boissieux.

The software MECHE was essentially developed during the MECHE ADT (2009-2011, research engineer: Gilles Daviet), for simulating the dynamics of assemblies of thin rods (such as hair), subject to contact and friction. Currently, this software is extensively used by two PhD students (A. Derouet-Jourdan and R. Casati) and continues to be enriched with new rod models and inversion modules. This software combines a panel of well-accepted models for rods (ranging from reduced coordinates to maximal coordinates models, and including models recently developed by some members of the group) with classical as well as innovative schemes for solving the problem of frictional contact (incorporating the most recent results of the group, as well as the new contact solver we published in [9]). The aim of this software is twofold: first, to compare and analyze the performance of nonsmooth schemes for the frictional contact problem, in terms of realism (capture of dry friction, typically), robustness, and computational efficiency. A first study of this kind was conducted in 2010-2011 onto the different rod models that were available in the software. New studies are planned for evaluating further rod models. Second, we believe such a software will help us understand the behavior of a fibrous material (such as hair) through virtual experiments, thanks to which we hope to identify and understand some important emergent phenomena. A careful validation study against experiments started to be conducted in 2011 in collaboration with physicists from L'Oréal. Once this discrete elements model will be fully validated, our ultimate goal would be to build a continuous macroscopic model for the hair medium relying on nonsmooth laws (which we have started to build in Gilles Daviet's PhD thesis). The core of this software was transferred to L'Oréal in 2011, and to AGT Digital in early 2013, by Gilles Daviet and Florence Bertails-Descoubes. It was also used for generating a number of simulations supporting at least 4 of our research publications.

COMPSYS Project-Team

5. New Software and Platforms

5.1. Introduction

This section lists and briefly describes the software developments conducted within Compsys. Most are tools that we extend and maintain over the years. They mainly concern three activities: a) the development of research tools, in general available on demand, linked to polyhedra and loop/array transformations, b) the development of tools linked to the start-up XTREMLOGIC (mostly done outside Compsys but partly inspired by work from Compsys), and c) the development of algorithms in the context of our collaborations with STMicroelectronics. These last developments have been stopped right now, since the end of the Mediacom project in 2012. They are described in previous Compsys activity reports: they concerned register allocation, SSA deconstruction, liveness analysis, intermediate representations, etc. They were done within the compilers of STMicroelectronics, not as stand-alone tools, so they are not available as the other tools.

Concerning tools based on a polyhedral representation of nested loops, many of them are now available. They have been developed and maintained over the years by different teams, after the introduction of Paul Feautrier's Pip, a tool for parametric integer linear programming. This "polyhedral model" view of codes is now widely accepted: it was or is used by Cairn, Parkas, and Camus Inria project-teams, PIPS at École des Mines de Paris, Suif from Stanford University, Compaan at Berkeley and Leiden, PiCo from the HP-Labs (continued as PicoExpress by Synfora and now Synopsis), the DTSE methodology at Imec, Sadayappan's group at Ohio State University, Rajopadhye's group at Colorado State's University, etc. In the last 10 years, several compiler groups have shown their interest in polyhedral methods, e.g., the Gcc group, IBM, and Reservoir Labs, a company that develops a compiler fully based on the polyhedral model and on the techniques that we (the french community) introduced for loop and array transformations. Polyhedra are also used in test and certification projects (Verimag, Lande, Vertecs). Now that these techniques are well-established and disseminated in and by other groups, we prefer to focus on the development of new techniques and tools, which are described here. Some of these tools can be used through a web interface on the Compsys tool demonstrator web page <http://compsys-tools.ens-lyon.fr/>.

Recent activity concerns the development, by Christophe Alias, of HLS compiler parts to be transferred to the XTREMLOGIC start-up (Zettice project) (see Section 7.2). An important effort of applied research and software development [12] has been achieved, resulting in the Dcc (DPN C Compiler) tool, outlined in Section 5.5. Also, optimization developments (scalability, memory leaks, parallelization, etc) were performed on the PoCo compiler framework (see Section 5.6) and the Bee tool (see Section 5.7).

Also, several successive developments have been made related to termination tools. Our first implementation, RanK (see Section 5.9), was extended by other tools such as SToP (see Section 5.12) and, more recently Termite, (see Section 5.13).

5.2. Pip

Participants: Cédric Bastoul [professor, Strasbourg University and Inria/CAMUS], Paul Feautrier.

Paul Feautrier is the main developer of Pip (Parametric Integer Programming) since its inception in 1988. Basically, Pip is an "all integer" implementation of the Simplex, augmented for solving integer programming problems (the Gomory cuts method), which also accepts parameters in the non-homogeneous term. Pip is freely available under the GPL at <http://www.piplib.org>. It is widely used in the automatic parallelization community for testing dependences, scheduling, several kind of optimizations, code generation, and others. Beside being used in several parallelizing compilers, Pip has found applications in some unconnected domains, as for instance in the search for optimal polynomial approximations of elementary functions (see the Inria project Aric, previously known as Arénaire).

5.3. Cl@k

Participants: Fabrice Baray [Mentor Graphics, Former post-doc in Compsys], Alain Darte.

Cl@k (Critical Lattice Kernel) is a stand-alone optimization tool which computes or approximates the critical lattice for a given 0-symmetric polytope. (An admissible lattice is a lattice whose intersection with the polytope is reduced to 0; a critical lattice is an admissible lattice with minimal determinant). This tool is useful for the automatic derivation of array mappings that enable memory reuse, based on the notions of admissible lattice and of modular allocation (linear mapping plus modulo operations). It has been developed in 2005-2006 by Fabrice Baray, former post-doc Inria under Alain Darte's supervision.

Its application to array contraction has been implemented by Christophe Alias in a tool called Bee (see Section 5.7). More information is available at <http://compsys-tools.ens-lyon.fr/clak/>. The Cl@k tool is unfortunately outdated today (it is hard, if not impossible, to recompile it) and would need to be re-implemented. An extension of its underlying theory is also in progress.

5.4. Syntol

Participant: Paul Feautrier.

Syntol is a modular process network scheduler. The source language is C augmented with specific constructs for representing communicating regular process (CRP) systems. The present version features a syntax analyzer, a semantic analyzer to identify DO loops in C code, a dependence computer, a modular scheduler, and interfaces for CLoog (loop generator developed by C. Bastoul) and Cl@k (see Sections 5.3 and 5.7). The dependence computer now handles casts, records (`structures`), and the modulo operator in subscripts and conditional expressions. The latest developments are, firstly, a new code generator, and secondly, several experimental tools for the construction of bounded parallelism programs.

- The new code generator, based on the ideas of Boulet and Feautrier [20], generates a counter automaton that can be presented as a C program, as a rudimentary VHDL program at the RTL level, as an automaton in the Aspic input format, or as a drawing specification for the DOT tool.
- Hardware synthesis can only be applied to bounded parallelism programs. Our present aim is to construct threads with the objective of minimizing communications and simplifying synchronization. The distribution of operations among threads is specified using a placement function, which is found using techniques of linear algebra and combinatorial optimization.

5.5. Dcc

Participants: Christophe Alias, Alexandru Plesco [XtremLogic].

Dcc (DPN C Compiler) compiles a C program annotated with pragmas to a data-aware process network (DPN), a regular process network close to a circuit description that makes explicit the I/O transfers and the synchronizations. Dcc features throughput optimization, communication vectorization, and automatic parallelization.

Dcc is registered at the APP (“agence de protection des programmes”) and has been transferred to the XTREMLOGIC start-up under an Inria licence. It uses a patented technology [12] and serves as a *front-end* for the HLS suite of the XTREMLOGIC start-up. Dcc has been implemented by Christophe Alias, using the PoCo compiler infrastructure (Section 5.6) and the Bee tool (Section 5.7). It represents more than 3000 lines of C++ code.

5.6. PoCo

Participant: Christophe Alias.

PoCo is a polyhedral compilation framework providing many features to prototype program analysis and optimizations in the polyhedral model:

- C parsing and extraction of the polyhedral representation.
- Symbolic layer on the state-of-art polyhedral libraries Polylib (set operations on polyhedra) and Piplib (parameterized ILP, see Section 5.2).
- Dependence analysis (PRDG, array dataflow analysis), array region analysis, array liveness analysis.
- C and VHDL code generation.

PoCo is registered at the APP (“agence de protection des programmes”) and has been transferred to the XTREMLOGIC start-up under an Inria licence. The Bee, Chuba, and RanK tools presented thereafter make an extensive use of PoCo abstractions. PoCo has been developed by Christophe Alias. It represents more than 19000 lines of C++ code.

5.7. Bee

Participants: Christophe Alias, Alain Darte.

Bee is a source-to-source optimizer that resizes and reallocates optimally the arrays used by a program under scheduling constraints. Bee applies a fine-grain lifetime analysis for arrays. Then, the mathematical optimization of the Cl@k tool (Section 5.3) finds the array allocation (expressed as an affine lattice). Finally, Bee derives the actual array allocation and generates the C code accordingly. Bee was – to our knowledge – the first complete (i.e., with an element-wise lifetime analyzer integrated with an allocator) array contraction tool. Bee allows to allocate and to size the channels in process networks, providing a global affine schedule. This feature is fundamental in HLS (see Section 3.1.2) and more generally in automatic parallelization where communication buffers must be allocated and sized. An online demonstrator is available at <http://compsys-tools.ens-lyon.fr/bee/index.html>.

Bee is registered at the APP (“agence de protection des programmes”) and has been transferred to the XTREMLOGIC start-up under an Inria licence. It is also used as an external tool by the compiler Gecos developed in the Cairn team at Irisa. Bee has been implemented by Christophe Alias, using the PoCo compiler infrastructure (see Section 5.6). It represents more than 2400 lines of C++ code.

5.8. Chuba

Participants: Christophe Alias, Alain Darte, Alexandru Plesco [Compsys/Zettice].

Chuba is a source-level optimizer that improves a C program in the context of the high-level synthesis (HLS) of hardware. Chuba is an implementation of the work described in the PhD thesis of Alexandru Plesco. The optimized program specifies a system of multiple communicating accelerators, which optimizes the data transfers with the external DDR memory. The program is divided into blocks of computations obtained thanks to tiling techniques, and, in each block, data are fetched by block to reduce the penalty due to line changes in the DDR accesses. Four accelerators achieve data transfers in a macro-pipeline fashion so that data transfers and computations (performed by a fifth accelerator) are overlapped.

So far, the back-end of Chuba is specific to the HLS tool C2H but the analysis is quite general and adapting Chuba to other HLS tools should be possible. Besides, it is interesting to mention that the program analysis and optimizations implemented in Chuba address a problem that is also very relevant in the context of GPGPUs. The underlying theory and corresponding experiments are described in [17].

Chuba has been implemented by Christophe Alias, using the PoCo compiler infrastructure (see Section 5.6). It represents more than 900 lines of C++ code.

5.9. RanK

Participants: Christophe Alias, Alain Darte, Paul Feautrier, Laure Gonnord [Compsys].

RanK is a software tool that can prove the termination of a program (in some cases) by computing a *ranking function*, i.e., a mapping from the operations of the program to a well-founded set that *decreases* as the computation advances. In case of success, RanK can also provide an upper bound of the worst-case time complexity of the program as a symbolic affine expression involving the input variables of the program (parameters), when it exists. In case of failure, RanK tries to prove the non-termination of the program and then to exhibit a counter-example input. This last feature is of great help for program understanding and debugging. The theory underlying RanK was presented at SAS'10 [15].

The input of RanK is an integer automaton, computed by C2fsm (see Section 5.11), representing the control structure of the program to be analyzed. RanK uses the Aspic tool (see Section 5.10), developed by Laure Gonnord during her PhD thesis, to compute automaton invariants. RanK has been used to discover successfully the worst-case time complexity of many benchmarks kernels of the community (see the WTC benchmark suite at <http://compsys-tools.ens-lyon.fr/wtc/index.html>). It uses the libraries Piplib (Section 5.2) and Polylib.

RanK has been implemented by Christophe Alias, using the compiler infrastructure PoCo (Section 5.6). It represents more than 3000 lines of C++. The tool has been presented at the CSTVA'13 workshop [16]. An online demonstrator is available at <http://compsys-tools.ens-lyon.fr/rank>.

5.10. Aspic

Participant: Laure Gonnord.

Aspic is an invariant generator for general counter automata. Used with C2fsm (see Section 5.11), it can be used to derivate invariants for numerical C programs, and also to prove safety. It is also part of the WTC toolsuite (see <http://compsys-tools.ens-lyon.fr/wtc/index.html>), a set of examples to demonstrate the capability of the RanK tool (see Section 5.9) for evaluating worse-case time complexity (number of transitions when executing an automaton).

Aspic implements the theoretical results of Laure Gonnord's PhD thesis on acceleration techniques and has been maintained since 2007.

5.11. C2fsm

Participant: Paul Feautrier.

C2fsm is a general tool that converts an arbitrary C program into a counter automaton. This tool reuses the parser and pre-processor of Syntol (see Section 5.4), which has been extended to handle `while` and `do while` loops, `goto`, `break`, and `continue` statements. C2fsm reuses also part of the code generator of Syntol and has several output formats, including FAST (the input format of Aspic, see Section 5.10), a rudimentary VHDL generator, and a DOT generator which draws the output automaton. In contrast to the FAST format, an ad hoc format, FLOW, uses a relational representation and retains non-affine constructs. C2fsm is also able to do elementary transformations on the automaton, such as eliminating useless states, transitions and variables, simplifying guards, or selecting cut-points, i.e., program points on loops that can be used by RanK (see Section 5.9) to prove program termination.

5.12. SToP

Participants: Christophe Alias, Guillaume Andrieu [University of Lille], Laure Gonnord [Compsys].

SToP (Scalable Termination of Programs) is the implementation of the modular termination technique presented at the TAPAS'12 workshop [18]. It takes as input a large irregular C program and conservatively checks its termination. To do so, SToP generates a set of small programs whose termination implies the termination of the whole input program. Then, the termination of each small program is checked thanks to RanK (see Section 5.9). In case of success, SToP infers a ranking (schedule) for the whole program. This schedule can be used in a subsequent analysis to optimize the program.

SToP represents more than 2000 lines of C++. The first results are available at <http://compsys-tools.ens-lyon.fr/stop>.

5.13. Termite

Participants: Laure Gonnord, Gabriel Radanne [ENS Rennes], David Monniaux [CNRS/VERIMAG].

Termite (Termination of C programs) is the implementation of our new algorithm “Counter-example based generation of ranking functions” (see Section 6.4). Based on LLVM and Pagai (a tool that generates invariants), the tool automatically generates a ranking function for each *head of loop*. Its implementation is under consolidation, it will be publicly available soon.

Termite represents 3000 lignes of OCaml.

5.14. Simplifiers

Participant: Paul Feautrier.

The aim of the `simple` library is to simplify Boolean formulas on affine inequalities. It works by detecting redundant inequalities in the representation of the subject formula as an ordered binary decision diagram (OBDD), see details in [23]. It uses PIP (see Section 5.2) for testing the feasibility – or unfeasibility – of a conjunction of affine inequalities.

The library is written in Java and is presented as a collection of class files. For experimentation, several front-ends have been written. They differ mainly in their input syntax, among which are a C like syntax, the Mathematica and SMTLib syntaxes, and an ad hoc Quast (quasi-affine syntax tree) syntax. See the first results at <http://compsys-tools.ens-lyon.fr/stop>.

CONVECS Project-Team

5. New Software and Platforms

5.1. The CADP Toolbox

Participants: Hubert Garavel [correspondent], Frédéric Lang, Radu Mateescu, Wendelin Serwe.

We maintain and enhance CADP (*Construction and Analysis of Distributed Processes* – formerly known as *CAESAR/ALDEBARAN Development Package*) [1], a toolbox for protocols and distributed systems engineering ⁰. In this toolbox, we develop and maintain the following tools:

- CAESAR.ADT [41] is a compiler that translates LOTOS abstract data types into C types and C functions. The translation involves pattern-matching compiling techniques and automatic recognition of usual types (integers, enumerations, tuples, etc.), which are implemented optimally.
- CAESAR [47], [46] is a compiler that translates LOTOS processes into either C code (for rapid prototyping and testing purposes) or finite graphs (for verification purposes). The translation is done using several intermediate steps, among which the construction of a Petri net extended with typed variables, data handling features, and atomic transitions.
- OPEN/CAESAR [42] is a generic software environment for developing tools that explore graphs on the fly (for instance, simulation, verification, and test generation tools). Such tools can be developed independently of any particular high level language. In this respect, OPEN/CAESAR plays a central role in CADP by connecting language-oriented tools with model-oriented tools. OPEN/CAESAR consists of a set of 16 code libraries with their programming interfaces, such as:
 - CAESAR_GRAPH, which provides the programming interface for graph exploration,
 - CAESAR_HASH, which contains several hash functions,
 - CAESAR_SOLVE, which resolves Boolean equation systems on the fly,
 - CAESAR_STACK, which implements stacks for depth-first search exploration, and
 - CAESAR_TABLE, which handles tables of states, transitions, labels, etc.

A number of on-the-fly analysis tools have been developed within the OPEN/CAESAR environment, among which:

- BISIMULATOR, which checks bisimulation equivalences and preorders,
- CUNCTATOR, which performs steady-state simulation of continuous-time Markov chains,
- DETERMINATOR, which eliminates stochastic nondeterminism in normal, probabilistic, or stochastic systems,
- DISTRIBUTOR, which generates the graph of reachable states using several machines,
- EVALUATOR, which evaluates MCL formulas,
- EXECUTOR, which performs random execution,
- EXHIBITOR, which searches for execution sequences matching a given regular expression,
- GENERATOR, which constructs the graph of reachable states,
- PROJECTOR, which computes abstractions of communicating systems,
- REDUCTOR, which constructs and minimizes the graph of reachable states modulo various equivalence relations,

⁰<http://cadp.inria.fr>

- SIMULATOR, XSIMULATOR, and OCIS, which enable interactive simulation, and
- TERMINATOR, which searches for deadlock states.
- BCG (*Binary Coded Graphs*) is both a file format for storing very large graphs on disk (using efficient compression techniques) and a software environment for handling this format. BCG also plays a key role in CADP as many tools rely on this format for their inputs/outputs. The BCG environment consists of various libraries with their programming interfaces, and of several tools, such as:
 - BCG_CMP, which compares two graphs,
 - BCG_DRAW, which builds a two-dimensional view of a graph,
 - BCG_EDIT, which allows the graph layout produced by BCG_DRAW to be modified interactively,
 - BCG_GRAPH, which generates various forms of practically useful graphs,
 - BCG_INFO, which displays various statistical information about a graph,
 - BCG_IO, which performs conversions between BCG and many other graph formats,
 - BCG_LABELS, which hides and/or renames (using regular expressions) the transition labels of a graph,
 - BCG_MIN, which minimizes a graph modulo strong or branching equivalences (and can also deal with probabilistic and stochastic systems),
 - BCG_STEADY, which performs steady-state numerical analysis of (extended) continuous-time Markov chains,
 - BCG_TRANSIENT, which performs transient numerical analysis of (extended) continuous-time Markov chains, and
 - XTL (*eXecutable Temporal Language*), which is a high level, functional language for programming exploration algorithms on BCG graphs. XTL provides primitives to handle states, transitions, labels, *successor* and *predecessor* functions, etc.

For instance, one can define recursive functions on sets of states, which allow evaluation and diagnostic generation fixed point algorithms for usual temporal logics (such as HML [51], CTL [37], ACTL [39], etc.) to be defined in XTL.
- PBG (*Partitioned BCG Graph*) is a file format implementing the theoretical concept of *Partitioned LTS* [45] and providing a unified access to a graph partitioned in fragments distributed over a set of remote machines, possibly located in different countries. The PBG format is supported by several tools, such as:
 - PBG_CP, PBG_MV, and PBG_RM, which facilitate standard operations (copying, moving, and removing) on PBG files, maintaining consistency during these operations,
 - PBG_MERGE (formerly known as BCG_MERGE), which transforms a distributed graph into a monolithic one represented in BCG format,
 - PBG_INFO, which displays various statistical information about a distributed graph.
- The connection between explicit models (such as BCG graphs) and implicit models (explored on the fly) is ensured by OPEN/CAESAR-compliant compilers, e.g.:
 - BCG_OPEN, for models represented as BCG graphs,
 - CAESAR.OPEN, for models expressed as LOTOS descriptions,
 - EXP.OPEN, for models expressed as communicating automata,
 - FSP.OPEN, for models expressed as FSP [55] descriptions,
 - LNT.OPEN, for models expressed as LNT descriptions, and
 - SEQ.OPEN, for models represented as sets of execution traces.

The CADP toolbox also includes TGV (*Test Generation based on Verification*), which has been developed by the VERIMAG laboratory (Grenoble) and the VERTECS project-team at Inria Rennes – Bretagne-Atlantique.

The CADP tools are well-integrated and can be accessed easily using either the EUCALYPTUS graphical interface or the SVL [43] scripting language. Both EUCALYPTUS and SVL provide users with an easy and uniform access to the CADP tools by performing file format conversions automatically whenever needed and by supplying appropriate command-line options as the tools are invoked.

5.2. The TRAIAN Compiler

Participants: Hubert Garavel [correspondent], Frédéric Lang, Wendelin Serwe.

We develop a compiler named TRAIAN for translating LOTOS NT descriptions into C programs, which will be used for simulation, rapid prototyping, verification, and testing.

The current version of TRAIAN, which handles LOTOS NT types and functions only, has useful applications in compiler construction [44], being used in all recent compilers developed by CONVECS.

The TRAIAN compiler can be freely downloaded from the CONVECS Web site ⁰.

5.3. The PIC2LNT Translator

Participants: Radu Mateescu, Gwen Salaün [correspondent].

We develop a translator named PIC2LNT from an applied π -calculus (see § 6.1) to LNT, which enables the analysis of concurrent value-passing mobile systems using CADP.

PIC2LNT is developed by using the SYNTAX tool (developed at Inria Paris-Rocquencourt) for lexical and syntactic analysis together with LOTOS NT for semantical aspects, in particular the definition, construction, and traversal of abstract trees.

The PIC2LNT translator can be freely downloaded from the CONVECS Web site ⁰.

5.4. The PMC Partial Model Checker

Participants: Radu Mateescu, Frédéric Lang.

We develop a tool named PMC (*Partial Model Checker*, see § 6.4), which performs the compositional model checking of dataless MCL formulas on networks of communicating automata described in the EXP language.

PMC can be freely downloaded from the CONVECS Web site ⁰.

⁰<http://convecs.inria.fr/software/traian>

⁰<http://convecs.inria.fr/software/pic2lnt>

⁰<http://convecs.inria.fr/software/pmc>

CTRL-A Exploratory Action

5. New Software and Platforms

5.1. Heptagon/BZR programming language

Participants: Gwenaël Delaval [Contact person], Eric Rutten.

We want to produce results concretely usable by third parties, either in cooperative projects, or by free diffusion of tools. One perspective is to build tool boxes for the design of continuous control solutions for computing systems: it will be explored in the future. A readily available result concerns discrete control and programming.

HEPTAGON is a dataflow synchronous language, inspired from LUCID SYNCHRONE⁰. Its compiler is meant to be simple and modular, allowing this language to be a good support for the prototyping of compilation methods of synchronous languages.

HEPTAGON has been used to build BZR⁰, which is an extension of the former with contracts constructs. These contracts allow to express dynamic temporal properties on the inputs and outputs of HEPTAGON node. These properties are then enforced, within the compilation of a BZR program, by discrete controller synthesis, using the SIGALI tool⁰. The synthesized controller is itself generated in HEPTAGON, allowing its analysis and compilation towards different target languages (C, Java, VHDL).

Prospects about Heptagon/BZR lie in: support for programming methodologies in BZR: debug, diagnosis, abstraction and composition, ...; extensions towards use of more expressive synthesis tools ; integration of target code into execution platforms (Fractal, reconfigurable FPGA, ...)

⁰<http://www.di.ens.fr/~pouzet/lucid-synchrone>

⁰<http://bzs.inria.fr>

⁰<http://www.irisa.fr/vertecs/Logiciels/sigali.html>

DANTE Team

5. New Software and Platforms

5.1. Sensor Network Tools: drivers, OS and more

As outcomes of the Equipped FIT IoT-LAB, ANR SensLAB project and the Inria ADT SensTOOLS and SensAS, several softwares (from low level drivers to OSes) were delivered and made available to the research community. The main goal is to lower the cost of developing/deploying a large scale wireless sensor network application. All software are gathered under the IoT-LAB web site: <https://www.iot-lab.info> web page where one can find:

- low C-level drivers to all hardware components;
- ports of the main OS, mainly FreeRTOS, Contiki, TinyOS, Riot, Linux;
- ports and development of higher level library like routing, localization.

IoT-LAB software is licensed under a CeCILL License. IoT-LAB users are welcome to contribute code, papers, tutorials or experiments reports.

5.2. Queueing Systems

Online tool: <http://queueing-systems.ens-lyon.fr>

This tool aims at providing a simple web interface to promote the use of our proposed solutions to numerically solve classical queueing systems. It is a joint project between Thomas Begin (DANTE) and Pr. Brandwajn (UCSC). This tool supported since 2011 attracts each month hundreds of visitors from all around the world. Its current implementation includes the solution to:

- a queue with multiple servers, general arrivals, exponential services and a possibly finite buffer (*i.e.*, $Ph/M/c/N$ -like queue) (refer to [32] for more details);
- a single server queue with Poisson arrivals, general services and a possibly finite buffer (*i.e.*, $M/Ph/1/N$ -like queue);
- a queue with multiple servers, general service times and Poisson arrivals (*i.e.*, $M/Ph/c/N$ -like queue) based on a recent work that was published in 2014 in Performance Evaluation [4]. Associated URL is: <http://queueing-systems.ens-lyon.fr>

DICE Team

4. New Software and Platforms

4.1. GPeer: a peer-to-peer javascript communication library

Our software development has been oriented towards systems working in browsers, with the support of an **Inria ADT project** in cooperation with the ASAP team. To answer our technological objectives, we are working on decentralized architectures, browser to browser, developed in javascript/HTML5. We rely on the WebRTC JavaScript protocol proposed by Google to develop a communication layer between peers. Many peer-to-peer protocols share common elements, that we group in a generic library for developing peer-to-peer systems. The joint library developed with the ASAP team handles any gossip based communication overlay. We design peer messages, tracker management and resilient behavior. The library is a standard bridge between complex browser to browser applications and low level networking layers such as WebRTC. With the use of our library, we can reproduce systems such as BitTorrent, but also provide new applications without the need of either native applications or identified servers.

4.2. Fluxion: a software plugin for flows in AngularJS

The **joint project with Worldline** aims at managing mobile code in complex Web architectures. Load variation in data-centers is currently poorly resolved. Most of the time, systems overestimate resource consumption in order to absorb burst usage. These consumption overestimation has a cost both in terms of the SLA negotiated with the client and the non-availability of reserved resources. With Wordline we focus on code mobility for high performance Web architectures and design a fast and reactive framework, transparently moving functions between running systems. The Fluxion model is our approach to design mobile application modules that are a mix of functional programming and flow based reactive systems.

4.3. BitBallot: a decentralized voting protocol

The BitBallot voting protocol is designed to target large scale communities. The protocol allows users to share only restricted amounts of their data and computation with central platforms as well as other peers. Convinced by the need of new election mechanisms, to support emerging forms of more continuous democracy, we are developing BitBallot, to allow elections to be organized independently of any central authority. The protocol guarantees the following properties, anonymity of the data sources, non interruptible run-time, global access to results, and non predictability of results through partial communication spying.

4.4. Odin: an intermediation platform

Odin is a middleware framework for building intermediation platforms. It is build over a kernel that stores users data and activities on a noSQL database and a full client/server JavaScript communication stack. The kernel is used to build intermediation platforms for any kind of project management systems, and where projects peculiarities are handled through a plugin architecture. Plugins are used to define dedicated crawlers over the Web that gather information and push recommendation toward users. The framework maintains an internal currency used to trigger a subset of agents used for recommendation. These recommendations must be mapped to the project keywords and user profile. Each user project is associated to a specific amount of money in our currency, and project users may use this currency to drive their virtual agents. If agents are correctly driven, projects may gain more money used to obtain better recommendations or used on other projects. Our goal is to gather a huge amount of users in order to study system scalability in a real life application. We use odin to test and validate search engines, recommendation engines, external resource crawling, and social network user experiences.

4.5. C3PO: Collaborative Creation of Contents and Publishing using Opportunistic Networks

Social networks put together individuals with common interests and/or existing real-life relationships so that they can produce and share information. There is a strong interest of individuals towards those networks. They rely on a stable, centralized network infrastructure and a user will always be provided with the same services no matter what their current context is. By contrast, the C3PO project aims at promoting “spontaneous and ephemeral social networks” (SESN), built on top of a peer-to-peer distributed architecture leveraging ad-hoc mobile networks and the resources and services offered by mobile devices. As with traditional social networks, SESN can put together nomad individuals based on their affinities and common interests so that they can collaboratively work on tasks as part of a SESN. In C3PO, we strive for incitation in collaborating through a SESN. Several application domains have been anticipated for SESN, especially those involving gathering information and producing content as part of cultural or sport events. In such types of SESN, photo sharing, collaborative document edition and sport results spreading services can be used for building structured digital contents that relate the events of sports gatherings. Generated contents can be consulted through the multiple production sources. They can then be replicated on dedicated servers or published to traditional, centralized social networks and made available to Internet users beyond the lifespan of the SESN where they were initially produced. The C3PO project aims at investigating the problems posed by SESN, and especially those induced by the dynamic and unreliable nature of the ad-hoc mobile networks. It will offer innovative scientific and software solutions for services provision with intermittent connectivity, the definition of an infrastructure for the collaborative management of services in the context of SESN, and an analysis of the value adapted to this context. C3PO is a 3 years ANR industrial research project involving 4 academic research groups and an industrial partner. The proposed contributions will be validated by experimentation in real-world conditions.

DRACULA Project-Team

5. New Software and Platforms

5.1. CelDyn

Participants: Laurent Pujo-Menjouet, Alen Tosenberger, Vitaly Volpert [correspondant].

Software "Celdyn" is developed in order to model cell population dynamics for biological applications. Cells are represented either as soft spheres or they can have more complex structure. Cells can divide, move, interact with each other or with the surrounding medium. Different cell types can be introduced. When cells divide, the types of daughter cells are specified. A user interface is developed.

E-MOTION Project-Team

4. New Software and Platforms

4.1. PROTEUS Software

Participants: Amaury Nègre, Juan Lahera-Perez.

This toolkit offers a automatic mobile robot driver, some sensors drivers sensors as Sick laser, GPS, motion tracker, mono or stereo camera), and a 3D Simulator.

The latest developments have been focuses on the robotics simulator. This simulator is based on the simulation and 3D rendering engine “mgEngine“ (<http://mgengine.sourceforge.net/>) embedded with the physics engine “bullets physics” (<http://bulletphysics.org>) for realistic robot dynamic simulation.

We also worked on the interface with the robotics middleware “ROS“ (<http://www.ros.org>) in order to offer interoperability with many robotics applications.

The simulator is now fully integrated with the robotics middleware "ROS" (<http://www.ros.org>) which allow interoperability with a large set of robotics applications and visualization tools. This software is developed in C++ and the simulator operates with the Lua scripting language. The simulation software is used in the ANR Proteus (<http://www.anr-proteus.fr>), as a simulation engine for the PROTEUS Toolkit.

- Version: 2.0
- APP:IDDN.FR.001.510040.000.S.P.2005.000.10000
- Programming language: C/C++, Lua

4.2. AROSDYN

Participants: Igor Paromtchik, Mathias Perrollaz, Alexandros Makris, Amaury Nègre, Christian Laugier.

ArosDyn (<http://arosdyn.gforge.inria.fr/>) is a system which integrates our recently developped techniques to provide a real-time collision risk estimation in a dynamic environment. The main features of this software are:

1. The design provides high maintainability, scalability and reuseness of the models and algorithms.
2. The software has a user interface (UI) which is user-friendly.
3. The software facilitates the parameter tuning of the models.
4. It uses the GPU to accelerate the computation.
5. Working together with the Hugn middleware (<http://gforge.inria.fr/projects/cycabtk>), it can run on our experimental vehicle in real-time.

Another important property of this software is a large part of the computation task executed on GPU. As the processing of stereo image and the computaion in the BOF can be highly parallelized, we run these tasks on the GPU to improve the time performance. The GPU calculation is based on CUDA library and is carried out in an independent thread.

Furthermore, thanks to the design of the software, we can easily add new models to it and let them work together. The fast detection and tracking algorithm (FCTA) and the Gaussian process based collision assessment algorithm are added into this framework. The software is implemented on the Lexus car. In 2012, a demand for deposing the GPU BOF software to the APP is in progress.

4.3. Embedded Perception

Participants: Mathias Perrollaz, Amaury Nègre, Christian Laugier.

The method for computing occupancy grids from a stereoscopic sensor, developed in the e-motion team, has been implemented on GPU, using NVIDIA CUDA. This allows a real time implementation and an online processing within the Lexus experimental platform.

The program has been deposited to the APP in 2012, under the reference: IDDN.FR.001.270004.000.S.P.2012.000.10800

4.4. Bayesian Occupancy Filter

People involved: Kamel Mekhnacha, Tay Meng Keat Christopher, C. Laugier, M. Yguel, Pierre Bessière.

The BOF toolbox is a C++ library that implements the Bayesian Occupancy Filter. It is often used for modelling dynamic environments. It contains the relevant functions for performing bayesian filtering in grid spaces. The output from the BOF toolbox are the estimated probability distributions of each cell's occupancy and velocity. Some basic sensor models such as the laser scanner sensor model or Gaussian sensor model for gridded spaces are also included in the BOF toolbox. The sensor models and BOF mechanism in the BOF toolbox provides the necessary tools for modelling dynamic environments in most robotic applications. This toolbox is patented under two patents : "Procédé d'assistance à la conduite d'un véhicule et dispositif associé" n. 0552735 (9 september 2005) and "Procédé d'assistance à la conduite d'un véhicule et dispositif associé amélioré" n. 0552736 (9 september 2005) and commercialized by ProBayes.

- Version: 1
- Patent: 0552736 (2005), 0552735 (2005)
- Programming language: C/C++

4.5. PROBT

People involved: Juan-Manuel Ahuactzin, Kamel Mekhnacha, Pierre Bessière, Emmanuel Mazer, Manuel Yguel, Christian Laugier.

ProBT is both available as a commercial product (ProBAYES.com) and as a free library for public research and academic purposes (<http://emotion.inrialpes.fr/BP/spip.php?rubrique6>). Formerly known as *OPL*, *ProBT* is a C++ library for developing efficient Bayesian software. It is available for Linux, Unix, PC Windows (Visual C++), MacOS9, MacOSX and Irix systems. The ProBT library (<http://www.probayes.com/>) has two main components: (i) a friendly Application Program Interface (API) for building Bayesian models, and (ii) a high-performance Bayesian Inference Engine (BIE) allowing to execute all the probability calculus in exact or approximate way. *ProBT* is now commercialized by our start-up *Probayes*; it represents the main Bayesian programming tool of the *e-Motion* project-team, and it is currently used in a variety of external projects both in the academic and industrial field (e.g., for the European project BACS and for some industrial applications such as Toyota or Denso future driving assistance systems).

EXMO Project-Team

5. New Software and Platforms

5.1. Alignment API

Participants: Jérôme Euzenat [Correspondent], Jérôme David, Nicolas Guillouet, Armen Inants, Luz Maria Priego-Roche.

We have designed a format for expressing alignments in a uniform way [1]. The goal of this format is to share available alignments on the web. It should help systems using alignments, e.g., mediators, translators, to take advantage of any matching algorithm and it will help matching algorithms to be used in many different tasks. This format is expressed in RDF, so it is freely extensible.

The API itself [1] is a JAVA description of tools for accessing the common format. It defines five main interfaces (OntologyNetwork, Alignment, Cell, Relation and Evaluator).

We provide an implementation for this API which can be used for producing transformations, rules or bridge axioms independently from the algorithm which produced the alignment. The proposed implementation features:

- a base implementation of the interfaces with all useful facilities;
- a library of sample matchers;
- a library of renderers (XSLT, RDF, SKOS, SWRL, OWL, C-OWL, SPARQL);
- a library of evaluators (various generalisation of precision/recall, precision/recall graphs);
- a flexible test generation framework which allows for generating evaluation datasets;
- a library of wrappers for several ontology API;
- a parser for the format.

To instantiate the API, it is sufficient to refine the base implementation by implementing the `align()` method. Doing so, the new implementation will benefit from all the services already implemented in the base implementation.

In 2014, the Alignment API integrated an implementation of link keys (§6.3.4) and transformations of these into SPARQL queries.

We have developed, on top of the Alignment API, an Alignment server that can be used by remote clients for matching ontologies and for storing and sharing alignments. It is developed as an extensible platform which allows to plug-in new interfaces. The Alignment server can be accessed through HTML, web service (SOAP and REST) and agent communication interfaces. It has been used this year in the Ready4SmartCities project (§7.2.1.1).

The Alignment API is used in the Ontology Alignment Evaluation Initiative data and result processing (§6.2.1). It is also used by more than 50 other teams worldwide.

The Alignment API is freely available since december 2003, under the LGPL licence, at <http://alignapi.gforge.inria.fr>.

5.2. The OntoSim library

Participants: Jérôme David [Correspondent], Jérôme Euzenat.

OntoSim is a library offering similarity and distance measures between ontology entities as well as between ontologies themselves. It materialises our work towards better ontology proximity measures.

There are many reasons for measuring a distance between ontologies. For example, in semantic social networks, when a peer looks for particular information, it could be more appropriate to send queries to peers having closer ontologies because it will be easier to translate them and it is more likely that such a peer has the information of interest. OntoSim provides a framework for designing various kinds of similarities. In particular, we distinguish similarities in the ontology space from those in the alignment space. The latter ones use available alignments in an ontology network while the former only rely on ontology data. OntoSim is provided with 4 entity measures which can be combined using various aggregation schemes (average linkage, Hausdorff, maximum weight coupling, etc.), 2 kinds of vector space measures (boolean and TFIDF), and 4 alignment space measures. It also features original comparison methods such as agreement/disagreement measures. In addition, the framework embeds external similarity libraries which can be combined to our own.

OntoSim is based on an ontology interface allowing for using ontology parsed with different APIs. It is written in JAVA and is available, under the LGPL licence, at <http://ontosim.gforge.inria.fr>.

GCG Team

5. New Software and Platforms

5.1. Givy

Givy is a runtime currently developed as part of the phd thesis of François Gindraud. It is designed for architectures with distributed memories, with the Kalray MPPA as the main target. It will execute dynamic data-flow task graphs, annotated with memory dependencies. It will automatically handle scheduling and placement of tasks (using the memory dependency hints), and generate memory transfers between distributed memory nodes when needed by using a software cache coherence protocol. Most of the work this year was done on implementing and testing a memory allocator with specific properties that is a building block of the whole runtime. This memory allocator is also tuned to work on the MPPA and its constraints, turning with very little memory and being efficient in the context of multithreaded calls.

5.2. Tirez

The Tirez Intermediate Representation has previously been generated from within both the Path64 and GCC compilers. In order to increase the usability of Tirez and to decrease the amount of required code maintenance that is induced by compiler evolutions a Tirez-generator has been written that is capable of creating the Tirez representation of a program based on its corresponding assembler code.

5.3. LLVM plugins

Work has been started on multiple plugins for the LLVM compiler framework that implement the code optimisations that have been elaborated by the team. While being work in progress this already provides us with crucial information for program analysis such as data-dependencies.

IBIS Project-Team

4. New Software and Platforms

4.1. Genetic Network Analyzer (GNA)

Participants: Hidde de Jong [Correspondent], Michel Page, François Rechenmann.

Keywords. Gene regulatory networks, qualitative simulation, model checking

GENETIC NETWORK ANALYZER (GNA) is the implementation of methods for the qualitative modeling and simulation of gene regulatory networks developed in the IBIS project. The input of GNA consists of a model of the regulatory network in the form of a system of piecewise-linear differential equations (PLDEs), supplemented by inequality constraints on the parameters and initial conditions. From this information, GNA generates a state transition graph summarizing the qualitative dynamics of the system. In order to analyze large graphs, GNA allows the user to specify properties of the qualitative dynamics of a network in temporal logic, using high-level query templates, and to verify these properties on the state transition graph by means of standard model-checking tools, either locally installed or accessible through a remote web server. GNA is currently distributed by the company Genostar, but remains freely available for academic research purposes. The current version is GNA 8.7. In comparison with the previously distributed versions, GNA 8.7 has the following additional functionalities: (1) it supports the editing and visualization of regulatory networks, in an SBGN-compatible format, (2) it semi-automatically generates a prototype model from the network structure, thus accelerating the modeling process, and (3) it allows models to be exported in the SBML Qual standard. For more information, see <http://www-helix.inrialpes.fr/gna>.

4.2. WellReader, WellFARE, and WellInverter

Participants: Johannes Geiselmann, Hidde de Jong [Correspondent], Michel Page, Delphine Ropers, Valentin Zulkower.

Keywords. Gene expression, reporter gene data

WELLREADER is a program for the analysis of gene expression data obtained by means of fluorescent and luminescent reporter genes. WELLREADER reads data files in an XML format or in a format produced by microplate readers, and allows the user to detect outliers, perform background corrections and spline fits, compute promoter activities and protein concentrations, and compare expression profiles across different conditions. WELLREADER has been written in MATLAB and is available under an LGPL licence, both as source code (M files) and compiled code (platform-specific binary files). For more information, see: <http://ibis.inrialpes.fr/article957.html>.

In the past year, we developed novel approaches towards the analysis of reporter gene data, based on regularized linear inversion (Section 5.3). The linear inversion methods were implemented in the Python package WELLFARE, relying on the scientific Python libraries NumPy and SciPy. In addition, the package provides utilities for parsing data files and removing possible outliers from the absorbance and fluorescence signals. The WELLFARE package is available under an LGPL license, but has also been integrated into a web application called WELLINVERTER, which provides a graphical user interface allowing access to the linear inversion methods through a web browser (Figure 5). The user can upload data files by means of WELLINVERTER, remove outliers and subtract background, and launch the procedures for computing growth rates, promoter activities, and protein concentrations. For more information, see: <http://ibis.inrialpes.fr/article1080.html?menu=menu4>.

IMAGINE Project-Team

5. New Software and Platforms

5.1. MyCorporisFabrica

Participants: Ali-Hamadi Dicko, François Faure, Olivier Palombi, Federico Ulliana.

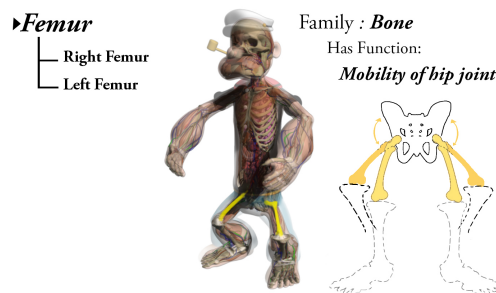


Figure 1. My Corporis Fabrica is an anatomical knowledge database developed in our team.

My Corporis Fabrica (MyCF) is an anatomical knowledge ontology developed in our group. It relies on FMA (Foundational Model of Anatomy), developed under Creative Commons license (CC-by). MyCF browser is available on line, and is already in use for education and research in anatomy: <http://www.mycorporisfabrica.org/>. Moreover, the MyCF's generic programming framework can be used for other domains, since the link it provides between semantic and 3D models matches several other research applications at IMAGINE.

5.2. SOFA

Participants: François Faure, Armelle Bauer, Olivier Carré, Aurélie Dégletagne, Ali Hamadi Dicko, Matthieu Nesme, Romain Testylier.

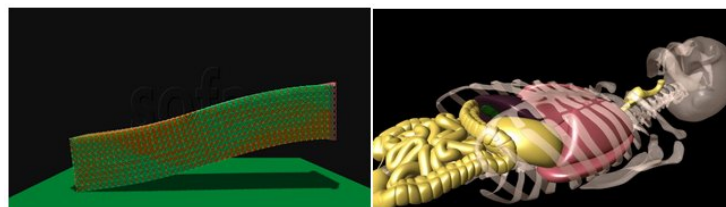


Figure 2. SOFA is an open source simulator for physically based modeling.

SOFA is a real-time physically based simulation library developed for more 8 years with other Inria research groups (Shacra and Asclepios). It primarily targeted medical simulation research, but we are using it as well for many other applications, from the entertainment industry (films and games) to earth science projects. Based on an advanced software architecture, it allows to (1) create complex and evolving simulations by combining new algorithms with algorithms already included in SOFA; (2) modify most features of the simulation (deformable behavior, surface representation, solver, constraints, collision algorithm, etc.) by simply editing an XML file; (3) build complex models from simpler ones using a scenegraph description; (4) efficiently simulate the dynamics of interacting objects using abstract equation solvers; and (5) reuse and easily compare a variety of available methods.

SOFA is gaining momentum. A start-up based on SOFA, InSimo, has been created in Strasbourg by Inria people, and one of our former engineers, François Jourdes, has been hired.

5.3. Expressive

Participants: Marie-Paule Cani, Antoine Begault, Rémi Brouet, Even Entem, Thomas Delame, Ulysse Vimont, Cédric Zanni.

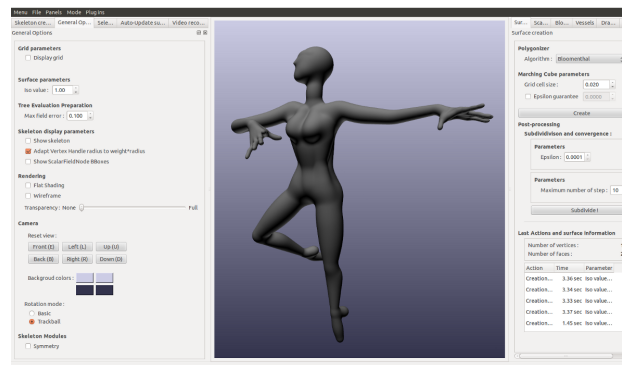


Figure 3. GUI and Example of implicit surface and modeled with the Expressive platform.

Expressive is a new C++ library created in 2013 for gathering and sharing the models and algorithms developed within the ERC Expressive project. It enables us to make our latest research results on new creative tools - such as high level models with intuitive, sketching or sculpting interfaces - soon available to the rest of the group and easily usable for our collaborators, such as Evelyne Hubert (Inria, Galaad) or Loic Barthe (IRIT, Toulouse). The most advanced part is a new version of Convol, a library dedicated to implicit modeling, with a main focus on integral surfaces along skeletons. Convol incorporates all the necessary material for constructive implicit modeling, a variety of blending operators and several methods for tessellating an implicit surface into a mesh, and for refining it in highly curved regions. The creation of new solid geometry can be performed by direct manipulation of skeletal primitives or through sketch-based modeling and multi-touch deformations.

KALIFFE Project-Team

5. New Software and Platforms

5.1. New Softwares

5.1.1. Hope : High Order Program for Energy

This software is focused on the numerical simulation of 2D transport equation using fully deterministic methods (high order finite difference solvers, semi-Lagrangian methods).

Numerical simulation of guiding center model [9]

We consider the diocotron instability for an annular electron layer. This plasma instability is created by two sheets of charge slipping past each other and is the analog of the Kelvin-Helmholtz instability in fluid mechanics. We propose a comparison of two different numerical methods : the mixed method (top): this method uses alternatively a semi-Lagrangian and finite difference method with fifth order Hermite WENO reconstruction. The choice is made automatically according to a good preservation of mass (the finite difference method is conservative). the semi-Lagrangian (bottom): this method is based on a cubic spline interpolation for the reconstruction of the distribution function.

Numerical simulation in a D shape [9]

This simulation illustrates an instability development of the solution to the guiding-center model in a D-shaped domain. We present the difference between the perturbed density and the steady state density. An instability develops and generates small filaments. It correspond to the motion of the density in the transverse plane of the tokamak.

Figure 2 illustrates the evolution of density governed by the guiding-center model. We present the difference between the perturbed density and the steady state density, *i.e.* $\delta\rho(t) = \bar{\rho}(t) - \bar{\rho}_0$. We observe that the difference of density $\delta\rho$ revolves, and small filaments appear at time $t = 200$. Until the time $t = 300$, we can clearly identify the filaments.

5.1.2. Towards 4D numerical simulations

The discretization of the Drift-Kinetic model can be developed very similarly as the one for the guiding-center model. Here, we present some principle discretization steps.

The Vlasov equation of system can be split into three equations :

$$\left\{ \begin{array}{l} \frac{\partial f}{\partial t} + \mathbf{U} \cdot \nabla_{\mathbf{x}_\perp} f = 0, \\ \frac{\partial f}{\partial t} + v_{\parallel} \partial_z f = 0, \\ \frac{\partial f}{\partial t} + E_{\parallel} \partial_{v_{\parallel}} f = 0. \end{array} \right.$$

This test represents a snapshot of the charge density when an instability occurs (ion turbulence simulation). This simulation has been realized by different methods but in cylindrical coordinates, here we perform numerical simulation in Cartesian coordinates on a uniform grid. The discretization of the Drift-Kinetic model can be developed very similarly as the one for the guiding-center model.

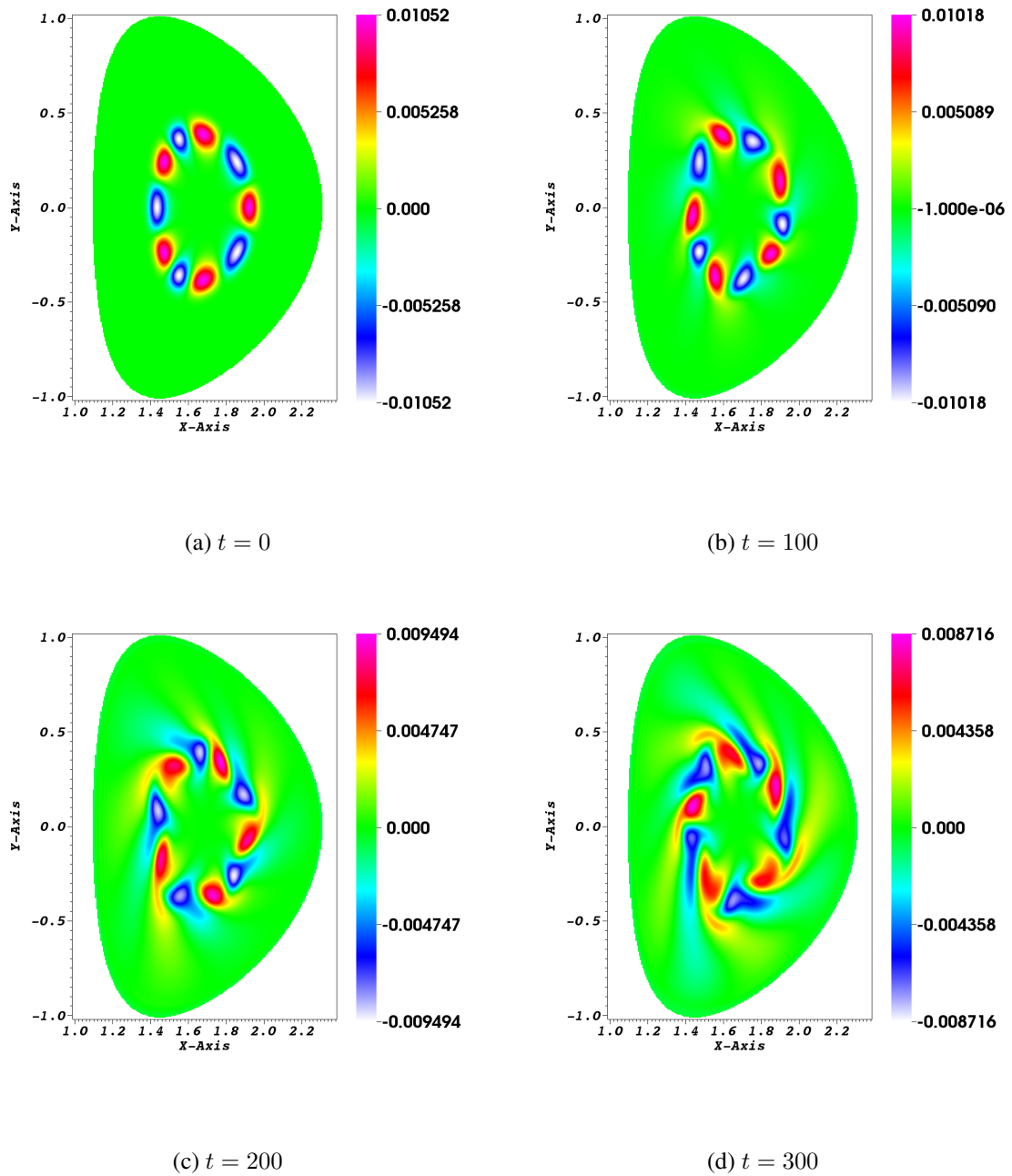


Figure 2. Instability simulation for guiding-center model in D-shaped domain. The difference between the perturbed density and the steady state density is presented, i.e. $\delta\rho(t) = \bar{\rho}(t) - \bar{\rho}_0$.

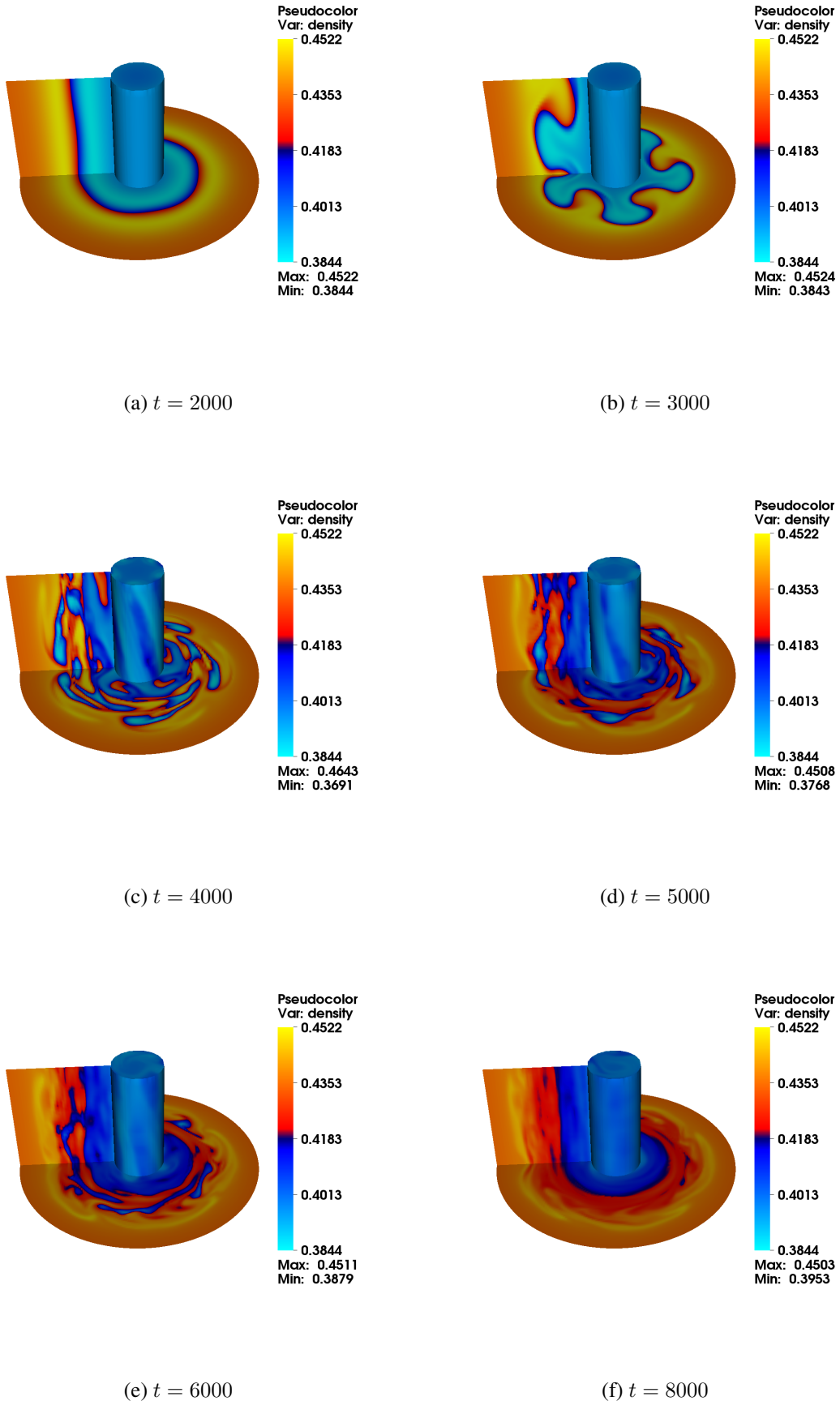


Figure 3. Evolution of ion turbulence. The distribution function is shown for the velocity $v_{\parallel} = 0$. The mesh size is $n_x = n_y = 128, n_z = 32, n_v = 65$. Mixed Semi-Lagrangian/finite difference method is used.

LEAR Project-Team

5. New Software and Platforms

5.1. Yael library

Participants: Matthijs Douze [correspondant], Herve Jegou [TEXMEX Team Inria Rennes].

Yael [14] is a library with Matlab and Python bindings providing optimized (multi-threaded, Blas/Lapack, low level optimization) implementations of functions useful in vision and machine learning such as k-means, GMM, exact nearest neighbor search and Fisher vector computation.

In 2014, it was extended to include a generic inverted file implementation, that can accomodate any type of signature that refines the similarity computation between documents. The Fisher vector computation code was also optimized.

5.2. SParse Modeling Software (SPAMS)

Participants: Julien Mairal [correspondant], Yuansi Chen, Zaid Harchaoui.

SPAMS v2.5 was released as open-source software in May 2014 (v1.0 was released in September 2009). It is an optimization toolbox implementing algorithms to address various machine learning and signal processing problems involving

- Dictionary learning and matrix factorization (NMF, sparse PCA, ...);
- Solving medium-scale sparse decomposition problems with LARS, coordinate descent, OMP, SOMP, proximal methods;
- Solving large-scale sparse estimation problems with stochastic optimization;
- Solving structured sparse decomposition problems (sparse group lasso, tree-structured regularization, structured sparsity with overlapping groups,...).

The software and its documentation are available at <http://spams-devel.gforge.inria.fr/>.

This year, we added new functionalities to the toolbox. The implementation of archetypal analysis corresponding to the paper [9] was added.

5.3. FlipFlop: Fast Lasso-based Isoform Prediction as a Flow Problem

Participants: Elsa Bernard [Institut Curie, Ecoles des Mines-ParisTech], Laurent Jacob [CNRS, LBBE Laboratory], Julien Mairal [correspondant], Jean-Philippe Vert [Institut Curie, Ecoles des Mines-ParisTech].

FlipFlop is an open-source software, implementing a fast method for de novo transcript discovery and abundance estimation from RNA-Seq data [4]. It differs from classical approaches such as Cufflinks by simultaneously performing the identification and quantitation tasks using a penalized maximum likelihood approach, which leads to improved precision/recall. Other software taking this approach have an exponential complexity in the number of exons of a gene. We use a novel algorithm based on network flow formalism, which gives us a polynomial runtime. In practice, FlipFlop was shown to outperform penalized maximum likelihood based softwares in terms of speed and to perform transcript discovery in less than 1/2 second for large genes.

FlipFlop 1.4.1 is a user friendly bioconductor R package, which was released in October 2014. It is freely available on the Bioconductor website under a GPL licence: <http://bioconductor.org/packages/release/bioc/html/flipflop.html>.

5.4. DeepFlow

Participants: Philippe Weinzaepfel, Jerome Revaud, Zaid Harchaoui, Cordelia Schmid.

We developed a package for the “deep flow” algorithm. “Deep flow” combines a standard variational framework with a our new matching algorithm “deep matching”. The code for “deep matching” is in python and the code for “deep flow” in C. Both of them are available on-line at <http://lear.inrialpes.fr/src/deepmatching>. Note that the run time is a few seconds per images pair, which is less than for most other methods. The latest release was published in March 2014.

5.5. Mixing Body-Part Sequences for Human Pose Estimation

Participants: Cherian Anoop, Mairal Julien, Alahari Karteek, Schmid Cordelia.

The code corresponding to the publication [11] has been released as an open-source MATLAB package along with a dataset for human pose estimation in videos called “Poses in the Wild”. It is available at <http://lear.inrialpes.fr/research/posesinthewild/#dataset>. This dataset has 30 video sequences generated from three Hollywood movies, namely “Forrest Gump”, “The Terminal”, and “Cast Away”. Each sequence has approximately 30 frames and is manually annotated for human upper-body keypoints, namely (i) neck, (ii) left and right shoulders, (iii) left and right elbows, (iv) left and right wrists, and (v) mid-torso. In comparison to earlier evaluation datasets publicly available for this problem, Poses in the Wild is significantly more representative of real-world scenarios with background clutter, body-part occlusions, and severe camera motion.

5.6. Image Transformation Pursuit

Participants: Mattis Paulin, Jerome Revaud, Zaid Harchaoui, Florent Perronnin [XRCE], Cordelia Schmid.

This is an open-source software package corresponding to the papers [19], [23], available here <http://lear.inrialpes.fr/people/paulin/projects/ITP/>. The code has three main purposes. Starting from input images, it can be used to generate transformed versions to use as "virtual examples". It implements the main algorithm of the article (ITP), performing an automatic selection of a small set of transformations in order to improve classification performance. Lastly, it provides a complete classification framework, allowing to train and test a classifier on an image dataset.

5.7. Convolutional Kernel Networks

Participants: Julien Mairal, Piotr Koniusz, Zaid Harchaoui, Cordelia Schmid.

This is an open-source software package corresponding to the paper [16], available at <http://ckn.gforge.inria.fr/>. In this software package, convolutional neural networks are learned in an unsupervised manner. We control what the non-linearities of the network are really doing: the network tries to approximate the kernel map of a reproducing kernel.

5.8. EpicFlow

Participants: Jerome Revaud, Philippe Weinzaepfel, Zaid Harchaoui, Cordelia Schmid.

We developed a package for the EpicFlow method [29]. EpicFlow computes a dense correspondence field by performing a sparse-to-dense interpolation from an initial sparse set of matches, leveraging contour cues using an edge-aware geodesic distance. The resulting dense correspondence field is fed as an initial optical flow estimate to a one-level variational energy minimization. The code is written in C/C++ and is available at <http://lear.inrialpes.fr/src/epicflow>.

MAVERICK Project-Team

4. New Software and Platforms

4.1. Introduction

Maverick insists on sharing the software that is developed for internal use. These are all listed in a dedicated section on the web site <http://artis.imag.fr/Software>.

4.2. Gratin

Participant: Romain Vergne [contact].

Gratin is a node-based compositing software for creating, manipulating and animating 2D and 3D data. It uses an internal direct acyclic multi-graph and provides an intuitive user interface that allows to quickly design complex prototypes. Gratin has several properties that make it useful for researchers and students. (1) it works in real-time: everything is executed on the GPU, using OpenGL, GLSL and/or Cuda. (2) it is easily programmable: users can directly write GLSL scripts inside the interface, or create new C++ plugins that will be loaded as new nodes in the software. (3) all the parameters can be animated using keyframe curves to generate videos and demos. (4) the system allows to easily exchange nodes, group of nodes or full pipelines between people. In a research context, Gratin aims at facilitating the creation of prototypes, testing ideas and exchanging data. For students, Gratin can be used to show real-time demos/videos, or help learning how to program with the GPU. Gratin has already been used for creating new computer graphics tools but also for designing perceptual experiments. Most of the work published by R. Vergne was done with Gratin.

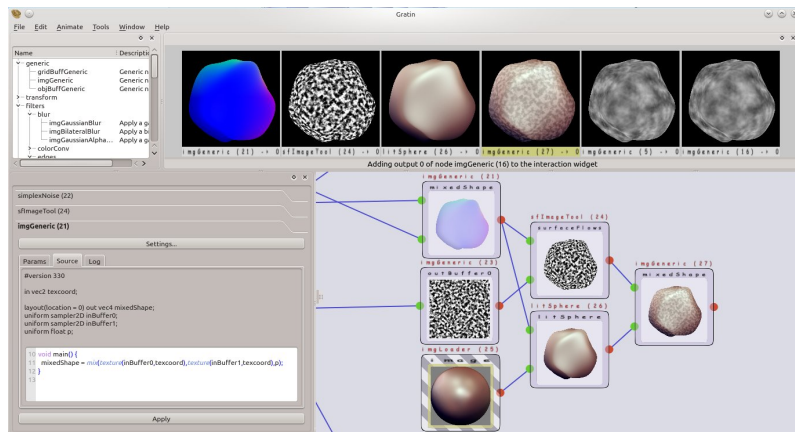


Figure 2. Gratin interface.

4.3. PlantRad

Participant: Cyril Soler [contact].

PlantRad is a software program for computing solutions to the equation of light equilibrium in a complex scene including vegetation. The technology used is hierarchical radiosity with clustering and instantiation. Thanks to the latter, PlantRad is capable of treating scenes with a very high geometric complexity (up to millions of polygons) such as plants or any kind of vegetation scene where a high degree of approximate self-similarity permits a significant gain in memory requirements. Its main domains of applications are urban simulation, remote sensing simulation (See the collaboration with Noveltis, Toulouse) and plant growth simulation, as previously demonstrated during our collaboration with the LIAMA, Beijing.

4.4. High Quality Renderer

Participant: Cyril Soler [contact].

In the context of the European project RealReflect, the Maverick team has developed the HQR software based on the photon mapping method which is capable of solving the light balance equation and of giving a high quality solution. Through a graphical user interface, it reads X3D scenes using the X3DToolkit package developed at Maverick, it allows the user to tune several parameters, computes photon maps, and reconstructs information to obtain a high quality solution. HQR also accepts plugins which considerably eases the development of new algorithms for global illumination, those benefiting from the existing algorithms for handling materials, geometry and light sources. HQR is freely available for download at <http://artis.imag.fr/~Cyril.Soler/HQR>.

4.5. MobiNet

Participants: Fabrice Neyret [contact], Joëlle Thollot.

The MobiNet software allows for the creation of simple applications such as video games, virtual physics experiments or pedagogical math illustrations. It relies on an intuitive graphical interface and language which allows the user to program a set of mobile objects (possibly through a network). It is available in public domain at <http://mobinet.inrialpes.fr> for Linux, Windows and MacOS, and originated in a collaboration with the EVASION project-team.

The main aim of MobiNet is to allow young students at high school level with no programming skills to experiment, with the notions they learn in math and physics, by modeling and simulating simple practical problems, and even simple video games. This platform has been massively used during the Grenoble INP "engineer weeks" since 2002: 150 senior high school pupils per year, doing a 3 hour practice. This work is partly funded by Grenoble INP. Various contacts are currently developed in the educational world. Besides "engineer weeks", several groups of "monitors" PhD students conducts experimentations based on MobiNet with a high school class in the frame of the courses. Moreover, presentation in workshops and institutes are done, and a web site repository is maintained. A web version is currently under preliminary development.

4.6. Freestyle

Participant: Joëlle Thollot [contact].

Freestyle is a software for Non-Photorealistic Line Drawing rendering from 3D scenes (Figure 3). It is designed as a programmable interface to allow maximum control over the style of the final drawing: the user "programs" how the silhouettes and other feature lines from the 3D model should be turned into stylized strokes using a set of programmable operators dedicated to style description. This programmable approach, inspired by the shading languages available in photorealistic renderers such as Pixar's RenderMan, overcomes the limitations of integrated software with access to a limited number of parameters and permits the design of an infinite variety of rich and complex styles. The system currently focuses on pure line drawing as a first step. The style description language is Python augmented with our set of operators. Freestyle was developed in the framework of a research project dedicated to the study of stylized line drawing rendering from 3D scenes. This research has lead to two publications [18], [19].

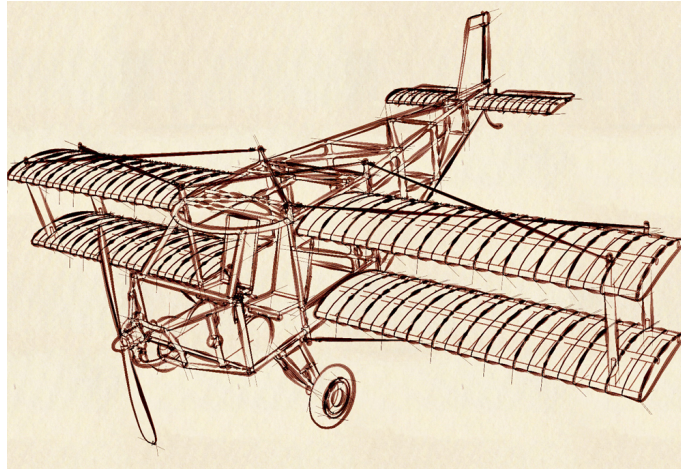


Figure 3. Stylized plane using Freestyle.

In 2008, Freestyle got a new life, completely outside Maverick or Inria: it was the basis of one of the 6 *Google Summer of Code* projects awarded to the *Blender Foundation* ⁰! The goal of the project was to integrate Freestyle to the well known free 3D modeler *Blender*, as its standard NPR line-drawing renderer. Maxime Curioni (under the mentoring of Jean-Luc Peurière from the *Blender Foundation*), is currently making the integration. First beta versions are publicly available, and tested by enthusiasts around the web.

4.7. Diffusion Curves

Participant: Joëlle Thollot [contact].

We provide an implementation of the vector drawing tool described in our Diffusion Curves Siggraph paper [2] (Figure 4). This prototype is composed of the Windows binary, along with the required shader programs (ie. in source code). The software is available for download at <http://artis.imag.fr/Publications/2008/OBWBTS08> for free, for non-commercial research purposes.

4.8. VRender: vector figures

Participant: Cyril Soler [contact].

The VRender library is a simple tool to render the content of an OpenGL window to a vectorial device such as Postscript, XFig, and soon SVG. The main usage of such a library is to make clean vectorial drawings for publications, books, etc.

In practice, VRender replaces the z-buffer based hidden surface removal of OpenGL by sorting the geometric primitives so that they can be rendered in a back-to-front order, possibly cutting them into pieces to solve cycles.

VRender is also responsible for the vectorial snapshot feature of the QGLViewer library. VRender is released under the LGPL licence and is freely available for download at <http://artis.imag.fr/Software/VRender>.

4.9. ProLand

Participants: Fabrice Neyret [contact], Eric Bruneton.

⁰<http://www.blender.org/>



Figure 4. Diffusion curves freely downloadable demo.

Now available at <http://proland.inrialpes.fr/> in double licencing GPL/commercial.

Proland (for procedural landscape) is a software platform originally developed at the Evasion team-project by Eric Bruneton, and currently funded by the ANR-JCJC SimOne. The goal of this platform is the real-time quality rendering and editing of large landscapes. All features can work with planet-sized terrains, for all viewpoints from ground to space. Most of the work published by Eric Bruneton and Fabrice Neyret has been done within Proland, and a large part has been integrated in the main branch. Several licences have been transferred to companies. Eric Bruneton was hired by Google-Zürich in september 2011, but will be able to keep some participation in the project.

4.10. GigaVoxels

Participants: Fabrice Neyret [contact], Prashant Goswami, Jérémy Sinoir, Cyril Crassin, Pascal Guehl, Paul Gannay, Eric Heitz.

Soon available at <http://gigavoxels.inrialpes.fr/index.htm> in double licencing GPL/commercial.

Gigavoxel is a software platform initiated from the PhD work of Cyril Crassin, and currently funded by the ANR CONTINT RTIGE (Figure 5). The goal of this platform is the real-time quality rendering of very large and very detailed scenes which couldn't fit memory. Performances permit showing details over deep zooms and walk through very crowded scenes (which are rigid, for the moment). The principle is to represent data on the GPU as a Sparse Voxel Octree which multiscale voxels bricks are produced on demand only when necessary and only at the required resolution, and kept in a LRU cache. User defined producer lays accross CPU and GPU and can load, transform, or procedurally create the data. Another user defined function is called to shade each voxel according to the user-defined voxel content, so that it is user choice to distribute the appearance-making at creation (for faster rendering) or on the fly (for storageless thin procedural details). The efficient rendering is done using a GPU differential cone-tracing using the scale corresponding to the 3D-MIPmapping LOD, allowing quality rendering with one single ray per pixel. Data is produced in case of cache miss, and thus only whenever visible (accounting for view frustum and occlusion). Soft-shadows and depth-of-field is easily obtained using larger cones, and are indeed cheaper than unblurred rendering. Beside the representation, data management and base rendering algorithm themselves, we also worked on realtime light transport, and on quality prefiltering of complex data. Ongoing researches are addressing animation. GigaVoxels is currently

used for the quality real-time exploration of the detailed galaxy in ANR RTIGE. This work led to several publications and several licences have been sold to companies.

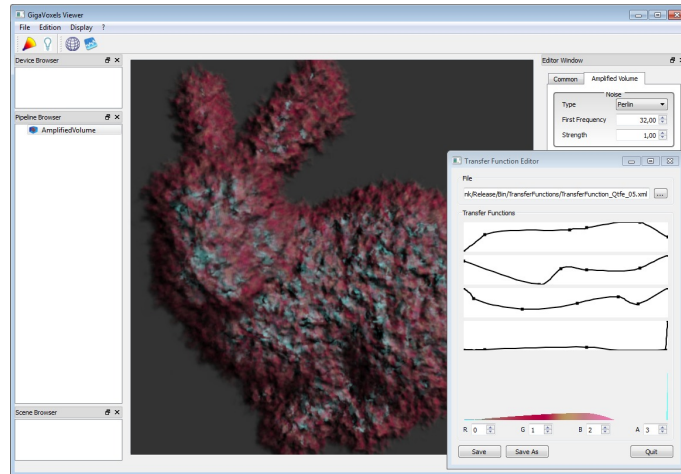


Figure 5. GigaVoxels freely downloadable demo.

MESCAL Project-Team

5. New Software and Platforms

5.1. Tools to visualize and analyze traces of execution of distributed applications

Participants: Jean-Marc Vincent [correspondent], Arnaud Legrand.

The Pajé (<http://paje.sourceforge.net/>) generic tool provides interactive and scalable behavioral visualizations of parallel and distributed applications, helping to capture the dynamics of their executions; because of its genericity, it can be used unchanged in a large variety of contexts. Pajé Next Generation

Pajé Next Generation (<https://github.com/schnorr/pajeng>) is a re-implementation (in C++) and direct heir of the well-known Paje visualization tool for the analysis of execution traces (in the Paje File Format) through trace visualization (space/time view). The tool is released under the GNU General Public License 3. PajeNG comprises the libpaje library, the space-time visualization tool in pajeng and a set of auxiliary tools to manage Paje trace files (such as `pj_dump` and `pj_validate`). It was started as part of the french INFRA-SONGS ANR project. Development has continued at INF/UFRGS. Viva

Viva (<https://github.com/schnorr/viva>) is an open-source tool used to analyze traces (in the Paje File Format) registered during the execution of parallel or distributed applications. The tool also serves as a sandbox to the development of new visualization techniques. Current features include: Temporal integration using dynamic time-intervals Spatial aggregation through hierarchical traces Interactive Graph Visualization with a force-directed algorithm, with viva Squarified Treemap to compare processes behavior on scale, with `vv_treemap`

Framesoc (<http://soctrace-inria.github.io/framesoc/>) is the core software infrastructure of the SoC-Trace project. It provides a graphical user environment for execution-trace analysis, featuring interactive analysis views as Gantt charts or statistics views. It provides also a software library to store generic trace data, play with them, and build other analysis tools (e.g., Ocelotl). This software is developed in partnership with Nanosim. Ocelotl

Ocelotl (<http://soctrace-inria.github.io/ocelotl/>): Multidimensional Overviews for Huge Trace Analysis is an innovative visualization tool, which provides overviews for execution trace analysis by using a data aggregation technique. This technique enables to find anomalies in huge traces containing up to several billions of events, while keeping a fast computation time and providing a simple representation that does not overload the user.

5.2. Simulation and performance evaluation tools

Participants: Arnaud Legrand [correspondent], Luka Stanisic, Augustin Degomme, Jean-Marc Vincent, Florence Perronnin.

5.2.1. SimGrid

(see <http://simgrid.gforge.inria.fr/>) is a toolkit that provides core functionalities for the simulation of distributed applications in heterogeneous distributed environments. The specific goal of the project is to facilitate research in the area of distributed and parallel application scheduling on distributed computing platforms ranging from simple network of workstations to Computational Grids.

5.2.2. Perfect simulator

– Ψ^2 (<https://gforge.inria.fr/projects/psi/>) is a simulation software of markovian models. It be able to simulate discrete and continuous time models to provide a perfect sampling of the stationary distribution or directly a sampling of functional of this distribution by using *coupling from the past* The simulation kernel is based on the CFTP algorithm, and the internal simulation of transitions on the Aliasing method.

5.2.3. PEPS

– The main objective of PEPS (<http://www-id.imag.fr/Logiciels/peps/>) is to facilitate the solution of large discrete event systems, in situations where classical methods fail. PEPS may be applied to the modelling of computer systems, telecommunication systems, road traffic, or manufacturing systems. Development has continued at INF/UFRGS.

5.2.4. GameSeer

(<http://mescal.imag.fr/membres/panayotis.mertikopoulos/publications.html>) is a tool for students and researchers in game theory that uses Mathematica to generate phase portraits for normal form games under a variety of (user-customizable) evolutionary dynamics. The whole point behind GameSeer is to provide a dynamic graphical interface that allows the user to employ Mathematica's vast numerical capabilities from a simple and intuitive front-end. So, even if you've never used Mathematica before, you should be able to generate fully editable and customizable portraits quickly and painlessly.

5.3. Tools for cluster management and software development

Participant: Olivier Richard [correspondent].

The KA-Tools (<http://ka-tools.imag.fr/>) is a software suite developed by MESCAL for exploitation of clusters and grids. It uses a parallelization technique based on spanning trees with a recursive starting of programs on nodes. Industrial collaborations were carried out with Mandrake, BULL, HP and Microsoft.

5.3.1. KA-Deploy

(<http://kadeploy3.gforge.inria.fr/>) is a fast and scalable deployment system for clusters and grids. It provides a set of tools for cloning, configuring (post installation) and managing a set of nodes. Currently it can successfully deploy Linux, *BSD, Windows and Solaris on x86 and 64 bits computers. Kameleon

5.3.2. Kameleon

(<http://kameleon.imag.fr/>) is a simple but powerful tool to generate customized appliances. With Kameleon, you make your recipe that describes how to create step by step your own distribution. At start Kameleon is used to create custom kvm, docker, VirtualBox, ..., but as it is designed to be very generic you can probably do a lot more than that.

5.4. Infrastructure Middleware and scheduler

Participant: Olivier Richard [correspondent].

5.4.1. OAR

– The OAR project (see <http://oar.imag.fr>) focuses on robust and highly scalable batch scheduling for clusters and grids. Its main objectives are the validation of grid administration tools such as TAKTUK, the development of new paradigms for grid scheduling and the experimentation of various scheduling algorithms and policies.

The grid development of OAR has already started with the integration of best effort jobs whose purpose is to take advantage of idle times of the resources. Managing such jobs requires a support of the whole system from the highest level (the scheduler has to know which tasks can be canceled) down to the lowest level (the execution layer has to be able to cancel awkward jobs). OAR is perfectly suited to such developments thanks to its highly modular architecture. Moreover, this development is used for the CiGri grid middleware project.

The OAR system can also be viewed as a platform for the experimentation of new scheduling algorithms. Current developments focus on the integration of theoretical batch scheduling results into the system so that they can be validated experimentally.

5.4.2. CiGri

(<http://cigri.imag.fr/>) is a middleware which gathers the unused computing resource from intranet infrastructure and makes it available for the processing of large set of tasks. It manages the execution of large sets of parametric tasks on lightweight grid by submitting individual jobs to each batch scheduler. It is associated to the OAR resource management system (batch scheduler). Users can easily monitor and control their set of jobs through a web portal. CiGri provides mechanisms to identify job error causes, to isolate faulty components and to resubmit jobs in a safer context.

5.4.3. ComputeMode

(<http://computemode.imag.fr/>) is a software infrastructure that allows to extend or create a Grid through the aggregation of unused computing resources. For instance, a virtual cluster can be built using anyone's PC while not in use. Indeed, most PCs in large companies or university campus are idle at night, on weekends, and during vacations, training periods or business trips.

5.5. Platforms

5.5.1. Grid'5000

The MESCAL project-team is involved in development and management of Grid'5000 platform. The Digitalis and IDPot clusters are integrated in Grid'5000 as well as of CIMENT.

5.5.2. The ICluster-2, the IDPot and the new Digitalis Platforms

The MESCAL project-team manages a cluster computing center on the Grenoble campus. The center manages different architectures: a 48 bi-processors PC (ID-POT), and the center is involved with a cluster based on 110 bi-processors Itanium2 (ICluster-2) and another based on 34 bi-processor quad-core XEON (Digitalis) located at Inria. The three of them are integrated in the Grid'5000 grid platform.

More than 60 research projects in France have used the architectures, especially the 204 processors Icluster-2. Half of them have run typical numerical applications on this machine, the remainder has worked on middleware and new technology for cluster and grid computing. The Digitalis cluster is also meant to replace the Grimage platform in which the MOAIS project-team is very involved.

5.5.3. The Bull Machine

In the context of our collaboration with Bull the MESCAL project-team exploits a Novascale NUMA machine. The configuration is based on 8 Itanium II processors at 1.5 Ghz and 16 GB of RAM. This platform is mainly used by the Bull PhD students. This machine is also connected to the CIMENT Grid.

MISTIS Project-Team

5. New Software and Platforms

5.1. The LOCUS software

Participant: Florence Forbes.

Joint work with: Senan Doyle (start-up creator) and Michel Dojat from Grenoble Institute of Neuroscience and Benoit Scherrer from Harvard Medical School, Boston, MA, USA.

From brain MR images, neuroradiologists are able to delineate tissues such as grey matter and structures such as Thalamus and damaged regions. This delineation is a common task for an expert but unsupervised segmentation is difficult due to a number of artefacts. The LOCUS software (<http://locus.gforge.inria.fr>) automatically perform this segmentation for healthy brains. An image is divided into cubes on each of which a statistical model is applied. This provides a number of local treatments that are then integrated to ensure consistency at a global level, resulting in low sensitivity to artifacts. The statistical model is based on a Markovian approach that enables to capture the relations between tissues and structures, to integrate a priori anatomical knowledge and to handle local estimations and spatial correlations.

The LOCUS software has been developed in the context of a collaboration between Mistis, a computer science team (Magma, LIG) and a Neuroscience methodological team (the Neuroimaging team from Grenoble Institut of Neurosciences, INSERM). This collaboration resulted over the period 2006-2008 into the PhD thesis of B. Scherrer (advised by C. Garbay and M. Dojat) and in a number of publications. In particular, B. Scherrer received a "Young Investigator Award" at the 2008 MICCAI conference.

The originality of this work comes from the successful combination of the teams respective strengths i.e. expertise in distributed computing, in neuroimaging data processing and in statistical methods.

5.2. The P-LOCUS software

Participants: Florence Forbes, Flor Vasseur.

Joint work with: Senan Doyle (start-up creator) and Michel Dojat.

The Locus software was extended to address the delineation of lesions in pathological brains. Its extension P-LOCUS (<http://p-locus.com>) for lesion detection was realized by S. Doyle with financial support from GRAVIT (Grenoble Alpes Valorisation Innovation Technologies, <http://www.gravit-innovation.org/>) with the goal to create a Start-up. P-LOCUS software analyses, in few minutes, a 3D MR brain scan and performs fully automatic brain lesion delineation using a combined dataset of various 3D MRI sequences. Its originality comes from:

- it is fully automatic: no external user interaction and no training data required
- the possibility to combine information from several images (MR sequences)
- a statistical Bayesian framework for robustness to image artefacts and a priori knowledge incorporation
- a voxel-based clustering technique that uses Markov random fields (MRF) incorporating information about neighboring voxels for spatial consistency and robustness to imperfect image features (noise).
- the possibility to select and incorporate relevant a priori knowledge via different atlases, e.g. tissue and vascular territory atlases
- a fully integrated preprocessing steps and lesion ROI identification

P-LOCUS software was presented at various conferences and used for the BRATS Challenge on tumor segmentation organized as a satellite challenge of the Miccai conference in Nagoya, Japan. A paper published in IEEE trans. on Medical Imaging reports the challenge results [24]. Results are also shown in [47]. The software has been registered at APP in 2013 and is now undergoing industrial development for the creation of a start-up (Pixyl) expected in January 2015.

5.3. The PyHRF software

Participants: Thomas Perret, Florence Forbes, Thomas Vincent, Aina Frau Pascual.

Joint work with: Philippe Ciuciu and Solveig Badillo from Parietal Team Inria and CEA NeuroSpin, Lotfi Chaari and Laurent Risser from INP Toulouse.

As part of fMRI data analysis, the PyHRF package (<http://pyhrf.org>) provides a set of tools for addressing the two main issues involved in intra-subject fMRI data analysis: (i) the localization of cerebral regions that elicit evoked activity and (ii) the estimation of the activation dynamics also referenced to as the recovery of the Hemodynamic Response Function (HRF). To tackle these two problems, PyHRF implements the Joint Detection-Estimation framework (JDE) which recovers parcel-level HRFs and embeds an adaptive spatio-temporal regularization scheme of activation maps. With respect to the sole detection issue (i), the classical voxelwise GLM procedure is also available through NIPY, whereas Finite Impulse Response (FIR) and temporally regularized FIR models are implemented to deal with the HRF estimation concern (ii). Several parcellation tools are also integrated such as spatial and functional clusterings. Parcellations may be used for spatial averaging prior to FIR/RFIR analysis or to specify the spatial support of the HRF estimates in the JDE approach. These analysis procedures can be applied either to volumic data sets or to data projected onto the cortical surface. For validation purpose, this package is shipped with artificial and real fMRI data sets. To cope with the high computational needs for inference, PyHRF handles distributing computing by exploiting cluster units as well as multiple cores computers. Finally, a dedicated viewer is available which handles n -dimensional images and provides suitable features for exploring whole brain hemodynamics (display of time series, maps, ROI mask overlay). A paper in *Frontiers in Neuroinformatics* gives more details on the current PyHRF functionalities [26]. The 2-year engineer position of Thomas Perret is devoted to this software development.

5.4. R packages

Participants: Florence Forbes, Stéphane Girard, Gildas Mazo, Alexis Arnaud.

Joint work with: Charles Bouveyron (Univ. Paris 5) and Stéthane Dépréaux (LJK).

MISTIS is involved in the development of several R packages available on the CRAN archive. They are dedicated to the construction of copulas and to the classification and clustering of data.

- **PBC** (product of bivariate copulas). <http://cran.r-project.org/web/packages/PBC/> This R package provides tools for building copulas with the PBC model, a class of multivariate copulas based on Products of Bivariate Copulas. Copulas are a useful tool to model multivariate distributions. While there exist various families of bivariate copulas, much fewer has been done when the dimension is higher. To this aim an interesting class of copulas based on products of transformed copulas has been proposed. However the use of this class for practical high dimensional problems remains challenging. Constraints on the parameters and the product form render inference, and in particular the likelihood computation, difficult. In this R package, we propose a new class of high dimensional copulas based on a product of transformed bivariate copulas. No constraints on the parameters refrain the applicability of the proposed class which is well suited for applications in high dimension. Furthermore the analytic forms of the copulas within this class allow to associate a natural graphical structure (see illustration below) which helps to visualize the dependencies and to compute the likelihood efficiently even in high dimension.

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- **FDG** (one-Factor copulas with Durante Generators). <http://cran.r-project.org/web/packages/FDGcopulas/> This R package provides tools for building high-dimensional copulas with the FDG model, a class of multivariate copulas based on one-factor copulas. FDG copulas are a class of copulas featuring an interesting balance between flexibility and tractability. This package provides tools to construct, calculate the pairwise dependence coefficients of, simulate from, and fit FDG copulas. The acronym FDG stands for 'one-Factor with Durante Generators', as an FDG copula is a one-factor copula - that is, the variables are independent given a latent factor - whose linking copulas belong to the Durante class of bivariate copulas (also referred to as exchangeable Marshall-Olkin or semilinear copulas).
 - **HDclassif** (classification and clustering methods for high dimensional data). <http://cran.r-project.org/web/packages/HDclassif/> The HDclassif package is devoted to the clustering and the discriminant analysis of high-dimensional data. The classification methods proposed in the package result from a new parametrization of the Gaussian mixture model which combines the idea of dimension reduction and model constraints on the covariance matrices. The supervised classification method using this parametrization has been called High Dimensional Discriminant Analysis (HDDA). In a similar manner, the associated clustering method has been called High Dimensional Data Clustering (HDDC) and uses the Expectation-Maximization (EM) algorithm for inference. In order to correctly fit the data, both methods estimate the specific subspace and the intrinsic dimension of the groups. Due to the constraints on the covariance matrices, the number of parameters to estimate is significantly lower than other model-based methods and this allows the methods to be stable and efficient in high-dimensional spaces. Experiments on artificial and real datasets show that HDDC and HDDA perform better than existing classical methods on high-dimensional datasets, even with small datasets.
 - **robustDA** (robust mixture discriminant analysis). <http://cran.r-project.org/web/packages/robustDA/> Robust mixture discriminant analysis allows to build a robust supervised classifier from learning data with label noise. The idea of the proposed method is to confront an unsupervised modeling of the data with the supervised information carried by the labels of the learning data in order to detect inconsistencies. The method is able afterward to build a robust classifier taking into account the detected inconsistencies into the labels. An application to object recognition under weak supervision is presented below.
 - **MSST** (Mixtures of multiple scaled Student distributions). The package is not yet available on the CRAN but should be early 2015. It implements more efficiently the models and inference procedures described in [21] and will be used on large data sets of brain MRI in the context of Alexis Arnaud PhD thesis. This is joint work with S. Dépreaux who helped with writing subroutines in C++.

MOAIS Project-Team

4. New Software and Platforms

4.1. XKaapi

Participants: Thierry Gautier [correspondant], François Broquedis, Vincent Danjean, Joao Ferreira Lima.

- ACM: D.1.3
- License: CeCILL
- OS/Middleware: Unix (Linux, MacOSX, ...)
- Programming language: C/C++, Fortran
- Characterization of Software : A-3 / SO-4 / SM-3 / EM-3 / SDL-4
- Own Contribution: DA-4 / CD-4 / MS-4 / TPM-4
- Additional information:

XKaapi (<http://kaapi.gforge.inria.fr>, coordinator T. Gautier) is a library for high performance applications running on multi-cores/multi-processors with support for multi-GPUs. Publicly available at <http://kaapi.gforge.inria.fr> under CeCILL licence. XKaapi provides ABI compliant implementations of libGOMP (GCC runtime for OpenMP) and was one of the target runtime of the K*Star compiler (<http://kstar.gforge.inria.fr>). Direct competitors with : OMPSs (BSC), OpenMP, StarPU (Inria RUNTIME)

4.2. FlowVR

Participants: Bruno Raffin [correspondant MOAIS], Matthieu Dreher, Jérémy Jaussaud.

- ACM: D.1.3
- License: GPL and LGPL
- OS/Middleware: Unix (Linux, MacOSX, ...)
- Programming language: C/C++
- Characterization of Software : A-3 / SO-4 / SM-3 / EM-3 / SDL-4
- Own Contribution: DA-4 / CD-3 / MS-3 / TPM-4
- Additional information: FlowVR (<http://flowvr.sf.net>, coordinator B. Raffin) is an open source middleware to augment parallel simulations running on thousands of cores with in situ processing capabilities and live steering. FlowVR offers a very flexible environment while enabling high performance asynchronous in situ and in transit processing.

FlowVR was initially used for large scale virtual reality applications like real-time multicamera 3D modeling or telepresence. We recently retargeted FlowVR at in situ processing with development efforts focused on optimizing FlowVR performance at large scale and easing its usage in supercomputer environments.

4.3. TakTuk - Adaptive large scale remote execution deployment

Participants: Guillaume Huard [correspondant], Pierre Neyron.

- Characterization of Software : A-2 / SO-3 / SM-5 / EM-3 / SDL-4
- Own Contribution: DA-4 / CD-4 / MS-4 / TPM-4
- Additional information:
 - web site: <http://taktuk.gforge.inria.fr>, Coordinator G. Huard
 - Objective of the software: TakTuk is a tool for deploying parallel remote executions of commands to a potentially large set of remote nodes. It spreads itself using an adaptive algorithm and sets up an interconnection network to transport commands and perform I/Os multiplexing/demultiplexing. The TakTuk mechanics dynamically adapt to environment (machine performance and current load, network contention) by using a reactive work-stealing algorithm that mixes local parallelization and work distribution.
 - Users community: TakTuk is a research open source project available in the Debian GNU/Linux distribution (package taktuk) used in lower levels of Grid5000 software architectures (nodes monitoring in OAR, environment diffusion in Kadeploy). The community is small : developers and administrators for large scale distributed platforms, but active.
 - Positioning: main competing tools are pdsh (but uses linear deployment) and gexec (not fault tolerant, requires installation), for more details : B. Claudel, G. Huard and O. Richard. TakTuk, Adaptive Deployment of Remote Executions. In Proceedings of the International Symposium on High Performance Distributed Computing (HPDC), 2009. TakTuk is the only tool to provide to deployed processes a communication layer (just like an MPIrun, but not tied to a specific environment) and synchronization capabilities.

4.4. Triva

Participant: Guillaume Huard [correspondant].

- Characterization of Software : A-2 / SO-4 / SM-5 / EM-3 / SDL-3
- Own Contribution: DA-4 / CD-3 / MS-3 / TPM-3
- Additional information:
 - web site: <http://triva.gforge.inria.fr/>, Coordinator, Lucas Schnorr
 - Objective of the software: Triva is an open-source tool used to analyze traces (in the pajé format) registered during the execution of parallel applications. The tool serves also as a sandbox to the development of new visualization techniques.
 - Users community: Research open source project, applications developers, especially parallel applications.
 - Positioning: Main competing tools are Vampir (classical 2D Gantt charts) and Tau (less advanced agregation techniques), more details in : A Hierarchical Aggregation Model to achieve Visualization Scalability in the analysis of Parallel Applications. Lucas Mello Schnorr, Guillaume Huard, Philippe Olivier Alexandre Navaux. Parallel Computing, Volume 38, Issue 3, March 2012.

4.5. OAR

Participants: Pierre Neyron [correspondant MOAIS], Grégory Mounié.

- Characterization of Software : A-5 / SO-3 / SM-4 / EM-4 / SDL-5
- Own Contribution: DA-3 / CD-2 / MS-1 / TPM-1
- Additional information: OAR (<http://oar.imag.fr>, Coordinator O. Richard, Inria MESCAL) is a batch scheduler. The MOAIS team develops the central automata and the scheduling module that includes successive evolutions and improvements of the policy. OAR is used to schedule jobs both on the CiGri (Grenoble region) and Grid5000 (France) grids. CiGri is a production grid that federates about 500 heterogeneous resources of various Grenoble laboratories to perform computations in physics. MOAIS has also developed the distributed authentication for access to Grid5000.

4.6. LinBox

Participants: Clément Pernet [correspondant], Thierry Gautier.

- Characterization of Software : A-3 / SO-4 / SM-2 / EM-3 / SDL-5
- Own Contribution: DA-4 / CD-3 / MS-3 / TPM-4
- Additional information:
 - web site: <http://linalg.org>
 - Objective of the software: LinBox is an open-source C++ template library for exact, high-performance linear algebra computations. It is considered as the reference library for numerous computations (such as linear system solving, rank, characteristic polynomial, Smith normal forms,...) over finite fields and integers with dense, sparse, and structured matrices.
 - The LinBox group is an international collaboration (USA: NCSU, UDel; Canada: U Waterloo, U Calgary; France: LIP, LIRMM, LJK and LIG). Articles related to the library have been published in the main Conferences of the area: ISSAC, ICMS. MOAIS contributes to its development and more specifically to its parallelization in the context of ANR HPAC project. It is currently experiencing a major change of design, to better integrate parallelism.
 - Users community: mostly researchers doing computational mathematics (number theory, cryptology, group theory, persistent homology. They use the library by either linking against it directly (the library is packaged in Debian, Fedora, etc) or withing the general purpose math software Sage (sagemath.org very broad diffusion) which includes LinBox as a kernel for exact linear algebra.

4.7. K'Star

Participants: Thierry Gautier [correspondant], François Broquedis, Pierrick Brunet, Philippe Virouleau, Olivier Aumage [RUNTIME project-team, Inria Bordeaux - Sud-Ouest], Samuel Thibault [RUNTIME project-team, Inria Bordeaux - Sud-Ouest], Nathalie Furmento [RUNTIME project-team, Inria Bordeaux - Sud-Ouest], Samuel Pitoiset [RUNTIME project-team, Inria Bordeaux - Sud-Ouest].

- ACM: D.1.3
- License: CeCILL
- OS/Middelware: Unix (Linux, MacOSX, ...)
- Programming language: C/C++
- Characterization of Software : A-3 / SO-2 / SM-3 / EM-2 / SDL-4
- Own Contribution: DA-4 / CD-4 / MS-4 / TPM-4
- Additional information:

The K'Star project (<http://kstar.gforge.inria.fr>) supports the development of Klang, a source-to-source compiler that turns C programs with OpenMP pragmas to C programs with calls to either the StarPU or the XKaapi runtime system. K'Star is a collaboration with the EPI RUNTIME/STORM.

4.8. Kastors

Participants: Thierry Gautier [correspondant], François Broquedis, Pierrick Brunet, Philippe Virouleau, Olivier Aumage [RUNTIME project-team, Inria Bordeaux - Sud-Ouest], Samuel Thibault [RUNTIME project-team, Inria Bordeaux - Sud-Ouest], Nathalie Furmento [RUNTIME project-team, Inria Bordeaux - Sud-Ouest].

- ACM: D.1.3
- License: CeCILL
- OS/Middelware: Unix (Linux, MacOSX, ...)
- Programming language: C/C++
- Characterization of Software : A-3 / SO-2 / SM-3 / EM-2 / SDL-4
- Own Contribution: DA-4 / CD-4 / MS-4 / TPM-4
- Additional information:

The KaStORS benchmarks suite (<http://kastors.gforge.inria.fr>) has been designed to evaluate the implementation of the OpenMP dependent task paradigm, introduced as part of the OpenMP 4.0 specification. KaStORS is a collaboration with the EPI RUNTIME/STORM.

4.9. Platforms

4.9.1. Multi-camera Platforms Grimage and Kinovis

MOAIS has managed with the LJK-Inria Morpheo team the Grimage platform (<http://grimage.inrialpes.fr>) dedicated to off-line and on-line 3D modeling from multiple cameras and telepresence. In 2012, we received an Equipex funding, Kinovis (<http://kinovis.inrialpes.fr>), to renew this platform. Kinovis will be operational by early 2015 and will consist of 68 cameras, a compute cluster and a large acquisition space. FlowVR is the software backbone of both platforms for live processing. MOAIS is participating to the FP7 infrastructure project Visionair to enable European research teams to experiment on both platforms.

4.9.2. HPC Platforms Grid'5000 and Ciment

MOAIS is involved in the national platform Grid'5000, the regional mezzo center Ciment and obtained in 2014 with the Mescal and Erods team a grant (FAIRE from Grenoble-INP and LIG) to buy various large NUMA nodes and accelerators that will be integrated into the Grid'5000 infrastructure.

MOISE Project-Team

5. New Software and Platforms

5.1. Adaptive Grid Refinement

Participants: Laurent Debreu, Marc Honnorat.

AGRIF (Adaptive Grid Refinement In Fortran, [85], [83]) is a Fortran 90 package for the integration of full adaptive mesh refinement (AMR) features within a multidimensional finite difference model written in Fortran. Its main objective is to simplify the integration of AMR potentialities within an existing model with minimal changes. Capabilities of this package include the management of an arbitrary number of grids, horizontal and/or vertical refinements, dynamic regridding, parallelization of the grids interactions on distributed memory computers. AGRIF requires the model to be discretized on a structured grid, like it is typically done in ocean or atmosphere modelling. As an example, AGRIF is currently used in the following ocean models: MARS (a coastal model developed at IFREMER-France), ROMS (a regional model developed jointly at Rutgers and UCLA universities), NEMO ocean modelling system (a general circulation model used by the French and European scientific community) and HYCOM (a regional model developed jointly by University of Miami and the French Navy).

Recent applications produced by the NEMO-AGRIF system are described in [12],[19]. AGRIF is licensed under a GNU (GPL) license and can be downloaded at its web site (<http://ljk.imag.fr/MOISE/AGRIF/index.html>).

5.2. NEMOVAR

Participant: Arthur Vidard.

NEMOVAR is a state-of-the-art multi-incremental variational data assimilation system dedicated to the European ocean modelling platform NEMO for research and operational applications. It is co-developed by MOISE, CERFACS (FR), ECMWF (EU) and MetOffice (UK) under the CeCILL license, written in Fortran and Python. It is now in use in both ECMWF and MetOffice for their operational oceanic forecasting systems. It has also been used for specific studies in collaboration with Mercator-Ocean, LPO, LOCEAN and LEGI in France and University of Namur in Belgium. It has been adopted as the ocean analysis component in the FP7 project ERA-Clim2 (01/2014-12/2016).

Previously part of NEMOVAR, NEMO-TAM (Tangent and adjoint models for NEMO) that have been developed by the MOISE team will be now distributed directly by the NEMO consortium. The first official tagged release including NEMO-TAM has been published early 2013.

5.3. R Packages for Uncertainty Quantification

Participants: Laurent Gilquin, Céline Helbert.

Laurent Gilquin is one of the authors of the R package sensitivity (see <http://cran.r-project.org/web/packages/sensitivity/index.html>). This package is useful for conducting sensitivity analysis of complex computer codes.

Céline Helbert is now the maintainer of the packages DiceDesign (see <http://cran.r-project.org/web/packages/DiceDesign/index.html>) and DiceEval (see <http://cran.r-project.org/web/packages/DiceEval/index.html>). These packages are useful for conducting design and analysis of computer experiments.

MORPHEO Project-Team

5. New Software and Platforms

5.1. Software packages

5.1.1. Shape Tracking

We are developing a software suite to track shapes over temporal sequences. The motivation is to provide temporally coherent 4D Models, i.e. 3D models and their evolutions over time, as required by motion related applications such as motion analysis. This software takes as input a temporal sequence of 3D models in addition to a template and estimate the template deformations over the sequence that fit the observed 3D models. This software is particularly developed in the context of the FUI project Creamove.

5.1.2. LucyViewer

Lucy Viewer http://4drepository.inrialpes.fr/lucy_viewer/ is an interactive viewing software for 4D models, i.e. dynamic three-dimensional scenes that evolve over time. Each 4D model is a sequence of meshes with associated texture information, in terms of images captured from multiple cameras at each frame. Such data is available from various websites over the world including the 4D repository website hosted by Inria Grenoble <http://4drepository.inrialpes.fr/>. The software was developed in the context of the European project iGlance, it is available as an open source software under the GNU LGPL Licence.

5.1.3. Ethomice

Ethomice <http://morpheo.inrialpes.fr/people/reveret/ethomice/> is a motion analysis software to characterize motor behavior of small vertebrates such as mice or rats. From a multiple views video input, a biomechanical model of the skeleton is registered. Study on animal model is the first important step in Biology and Clinical research. In this context, the analysis of the neuro-motor behaviour is a frequent cue to test the effect of a gene or a drug. Ethomice is a platform for simulation and analysis of the small laboratory animal, such as rat or mouse. This platform links the internal skeletal structure with 3D measurements of the external appearance of the animal under study. From a stream of multiple views video, the platform aims at delivering a three dimensional analysis of the body posture and the behaviour of the animal. The software was developed by Lionel Reveret and Estelle Duveau. An official APP repository has been issued this year.

5.2. Databases

5.2.1. 4D repository (<http://4drepository.inrialpes.fr/>)

This website hosts dynamic mesh sequences reconstructed from images captured using a multi-camera set up. Such mesh-sequences offer a new promising vision of virtual reality, by capturing real actors and their interactions. The texture information is trivially mapped to the reconstructed geometry, by back-projecting from the images. These sequences can be seen from arbitrary viewing angles as the user navigates in 4D (3D geometry + time). Different sequences of human / non-human interaction can be browsed and downloaded from the data section. A software to visualize and navigate these sequences is also available for download.

5.3. Platforms

5.3.1. Platform Grimage

The Grimage platform is an experimental multi-camera platform dedicated to spatio-temporal modeling including immersive and interactive applications. It hosts a multiple-camera system connected to a PC cluster, as well as visualization facilities including head mounted displays. This platform is shared by several research groups, most prominently Moais, Morpheo and Perception. In particular, Grimage allows challenging real-time immersive applications based on computer vision and interactions between real and virtual objects, Figure 1. Note that the Grimage platform, while still active in 2014, is now replaced by the Kinovis platform that exhibit a larger acquisition space and better acquisition facilities.



Figure 1. Platform: the Grimage acquisition.

5.3.2. Platform Kinovis

Kinovis (<http://kinovis.inrialpes.fr/>) is a new multi-camera acquisition project that was selected within the call for proposals "Equipements d'Excellence" of the program "Investissement d'Avenir" funded by the French government. The project involves 2 institutes: the Inria Grenoble Rhône-Alpes, the université Joseph Fourier and 4 laboratories: the LJK (laboratoire Jean Kuntzmann - applied mathematics), the LIG (laboratoire d'informatique de Grenoble - Computer Science), the Gipsa lab (Signal, Speech and Image processing) and the LADAF (Grenoble Hospitals - Anatomy). The Kinovis environment will be composed of 2 complementary platforms. A first platform located at the Inria Grenoble will have a 10mx10m acquisition surface and will be equipped with 60 cameras. It is the evolution of the Grimage platform previously described towards the production of better models of more complex dynamic scenes. A second platform located at Grenoble Hospitals, within the LADAF anatomy laboratory, will be equipped with both color and X-ray cameras to enable combined analysis of internal and external shape structures, typically skeleton and bodies of animals. Installation works of both platforms started in 2013 and are now finished. Members of Morpheo are highly involved in this project. Edmond Boyer is coordinating this project and Lionel Reveret is in charge of the LADAF platform. Thomas Pasquier and Julien Pansiot are managing the technical resources of both platforms.

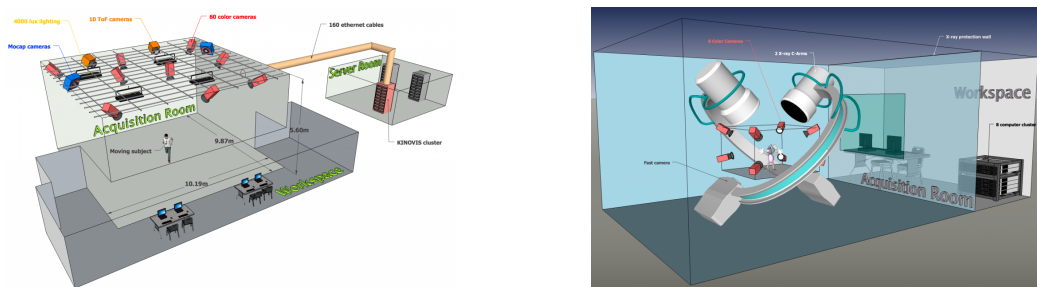


Figure 2. Kinovis platforms: on the left the Inria platform; on the right Grenoble Hospital platform.

5.3.3. Multicamera platform for video analysis of mice behavior

This project is a follow-up of the experimental set-up developed for a CNES project with Mathieu Beraneck from the CESeM laboratory (centre for the study of sensorimotor control, CNRS UMR 8194) at the Paris-

Descartes University. The goal of this project was to analyze the 3D body postures of mice with various vestibular deficiencies in low gravity condition (3D posturography) during a parabolic flight campaign. The set-up has been now adapted for new experiments on motor-control disorders for other mice models. This experimental platform is currently under development for a broader deployment for high throughput phenotyping with the technology transfer project ETHOMICE. This project involves a close relationship with the CESeM laboratory and the European Mouse Clinical Institute in Strasbourg (Institut Clinique de la Souris, ICS).

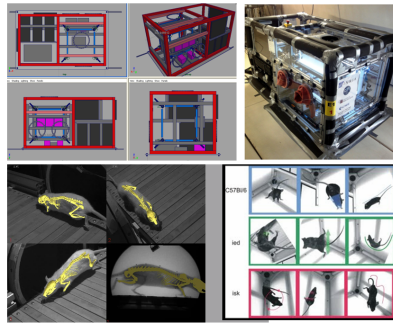


Figure 3. Ethomice: Experimental platform for video analysis of mice behavior.

NANO-D Project-Team

4. New Software and Platforms

4.1. SAMSON

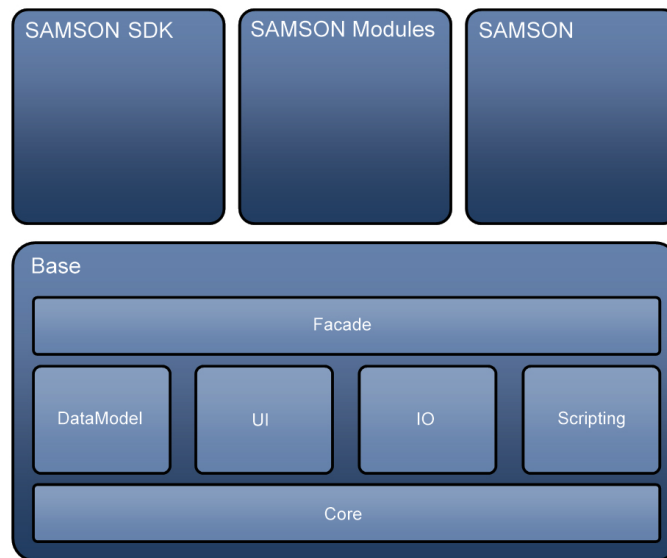


Figure 3. SAMSON's architecture.

A major objective of NANO-D is to try and integrate a variety of adaptive algorithms into a unified framework. As a result, NANO-D is developing SAMSON (Software for Adaptive Modeling and Simulation Of Nanosystems), a software platform aimed at including all developments from the group, in particular those described below.

The objective is to make SAMSON a generic application for computer-aided design of nanosystems, similar to existing applications for macrosystem prototyping (CATIA, SolidWorks, etc.).

The current architecture of SAMSON is visible in Figure 3. The code is organized into four main parts: a) the Base (in which “Core” contains, in particular, the heart of the adaptive algorithms: signaling mechanisms specifically designed for SAMSON), b) the Software Development Kit (SDK: a subset of the base that will be provided to module developers), c) Modules, and d) the SAMSON application itself.

Similar to the concept of Mathematica *toolboxes*, for example, the goal has been to make it possible to personalize the user interface of SAMSON for potentially many distinct applications. For example, we may want to personalize the interface of SAMSON for crystallography, drug design, protein folding, electronics, material science, nano-engineering, etc., by loading different modules at startup, depending on the user application domain.

NECS Project-Team

5. New Software and Platforms

5.1. GTL – Grenoble Traffic Lab

Participants: C. Canudas de Wit [contact person], I. Bellicot, P. Bellemain, L. Leon Ojeda, D. Pisarski, A. Kibangou, H. Fourati, F. Morbidi, F. Garin, A. Ladino Lopez, P. Grandinetti, E. Lovisari, R. Singhal, A. Andreev.

The Grenoble Traffic Lab (GTL) initiative, led by the NECS team, is a real-time traffic data Center (platform) that collects traffic road infrastructure information in real-time with minimum latency and fast sampling periods. The main elements of the GTL are: a real-time data-base, a show room, and a calibrated micro-simulator of the Grenoble South Ring. Sensed information comes from a dense wireless sensor network deployed on Grenoble South Ring, providing macroscopic traffic signals such as flows, velocities, densities, and magnetic signatures. This sensor network was set in place in collaboration with Inria spin-off Karrus-ITS, local traffic authorities (DIR-CE, CG38, La Metro), and specialized traffic research centers. In addition to real data, the project also uses simulated data, in order to validate models and to test the ramp-metering; the micro-simulator is a commercial software (developed by TSS AIMSUN ©).

More details at <http://necs.inrialpes.fr/pages/grenoble-traffic-lab.php>

5.2. Source-seeking robot

Participants: R. Fabbiano [contact person], J. Dumon, Y. Gaudfrin.

The source-seeking algorithms developed in the thesis of Ruggero Fabbiano have been implemented in hardware, with a wheeled robot performing 2-dimensional search. The considered scenario is a source of pollutant in the ocean, where the pollutant can be detected thanks to the fact that it is warmer than water, so that data from an infra-red camera can be used by one or multiple helicopters to move along the ocean surface towards the source. In our experimental equipment, the 2-dimensional movement has been performed with a wheeled vehicle, and the camera was a regular camera, taking pictures of a color-coded image from an actual infra-red image of a pollutant leak. Videos of the experiments are available online: <http://necs.inrialpes.fr/pages/platforms.php>

NUMED Project-Team

4. New Software and Platforms

4.1. SimPHyT

SimPHyT has been developed by Morgan Martinet (junior engineer). SimPHyT is an implementation in Python of the low grad glioma model developed by Benjamin Ribba. The aim is to predict the evolution of the glioma size of patients. It is used by Dr François Ducray in Pierre Wertheimer Hospital in Lyon.

4.2. SETIS

We are currently developing the SETIS software which is a GUI allowing to treat DICOM medical images to extract pathological data. These data can then be exported and used in a SAEM software (including Monolix (Inria & Lixoft)) for the parameters' estimation of models in the context of population approaches. As an example SETIS can be used to segment and compute the tumor size of a patients from MRI scans taken at different times. The software is sufficiently general to be used in various situations by clinicians (already done by our colleagues in Lyon Hospital). It will be freely distributed and is based on open source technology, so that it can easily be adapted to specific needs by other users.

SETIS is filed under APP number IDDN.FR.001.150013.000.S.A.2014.000.21000.

4.3. OptimChemo

Participants: Violaine Louvet [correspondant], Emmanuel Grenier, Paul Vigneaux, Ehouarn Maguet.

OptimChemo is a userfriendly software designed to study numerically the effect of multiple chemotherapies on simple models of tumour growth and to optimize chemotherapy schedules.

4.4. Simstab

Stability prediction of vaccine, property of Sanofi, developer by E. Grenier

4.5. Bingham flows

A 1D and 2D code with a new method for the computation of viscoplastic flows with free-surface. It essentially couples Optimization methods and Well-Balanced Finite-Volumes schemes for viscous shallow-water equations (induced by the viscoplastic nature of the fluid). Currently applied to avalanches of dense snow, it is a private code currently actively developed (in C++). One of the key feature is that its well-balanced property allows to obtained the stationary states which are linked to the stopping of the snow avalanche for this highly non-linear type of fluid.

OPALE Project-Team

5. New Software and Platforms

5.1. NUM3SIS

Participant: Régis Duvigneau [correspondant].

The Opale project-team has initiated a few years ago the development of NUM3SIS (<http://num3sis.inria.fr>), which is a modular platform devoted to scientific computing and numerical simulation. It is not restricted to a particular application field, but is designed to host complex multidisciplinary simulations. Main application fields are currently Computational Fluid Dynamics (by Opale project-team), Computational Electro-Magnetics (by Nachos project-team) and pedestrian traffic simulation (by Opale project-team). Some components of the platform are also used by the Tosca project-team for CO2 market simulation and wind simulation in collaboration with Ciric (Inria-Chile).

NUM3SIS provides innovative software tools to overcome some limitations encountered by classical monolithic simulation codes. In particular, the platform is based on abstract concepts commonly used in scientific computing, such as mesh, fields, finite-elements, linear solvers etc, that can be implemented in plugins. A fast prototyping of algorithms can be achieved using a visual programming interface. A component is dedicated to deployment on parallel architectures. Moreover, the platform relies on a "store" system to foster exchange of plugins, scripts or data.

This work is being carried out with the support of one engineer in the framework of an ADT (Action de Développement Technologique) program.

5.2. FAMOSA

Participant: Régis Duvigneau [correspondant].

Opale team is developing the software platform FAMOSA (C++), that is devoted to multidisciplinary design optimization in engineering. It integrates the following components:

- an optimization library composed of various algorithms : several descent methods from steepest-descent method to quasi-Newton BFGS method (deterministic, smooth), the Multi-directional Search Algorithm (deterministic, noisy), the Covariance Matrix Adaption Evolution Strategy (semi-stochastic, multi-modal) and the Efficient Global Optimization method (deterministic, multi-modal). It also contains the Pareto Archived Evolution Strategy to solve multi-objective optimization problems ;
- an evaluation library managing the performance estimation process (communication with external simulation tools) ;
- a metamodel library that contains tools to build a database and kriging models that are used to approximate the objective function for different purposes;
- a scenario library that allows to use the previous components to achieve various tasks:
 - Construct a design of experiments ;
 - Construct a metamodel ;
 - Find the design that minimizes a cost functional ;
 - Find the Pareto front for two cost functionals
 - Play a Nash game to find the equilibrium between two criteria ;
 - Apply a multiple gradient descent strategy to improve simultaneously two criteria.

The FAMOSA platform is employed by Opale project-team to test its methodological developments. The platform is also used by the Fluid Mechanics Laboratory at Ecole Centrale de Nantes for hydrodynamic design applications and ONERA for multidisciplinary design optimization (MDO). Moreover, it is presently tested by Peugeot Automotive industry for external aerodynamic design purpose.

5.3. Plugins for AXEL

Participant: Régis Duvigneau [correspondant].

Opale team is developing plugins in the framework of the algebraic modeler Axel, in collaboration with the Galaad project-team. These developments correspond to two research axes :

- isogeometric analysis and design. In particular, two simulation tools for heat conduction and compressible flows have been implemented, in conjunction with some deterministic and semi-stochastic optimization algorithms for optimum-shape design ;
- geometrical modeling for design optimization.

5.4. Integration platform for multidiscipline optimization applications

Participants: Toan Nguyen, Laurentiu Trifan.

A prototype software integration platform is developed and tested for multidiscipline optimization applications. It is based on a workflow management system called YAWL (<http://www.yawlfoundation.org>). The goal is to design, develop and assess high-performance distributed scientific workflows featuring resilience, i.e., fault-tolerance and exception-handling capabilities. The platform is used to experiment new resilience algorithms, including monitoring and management of application-level errors. Errors include time-outs and out of bounds data values. They can be added and modified by the users. The platform is tested against use-cases provided by the industry partners in the OMD2 project supported by the French Agence Nationale de la Recherche. For example, an optimization of a car air-conditioning pipe was implemented and deployed on the Grid5000 infrastructure. It also takes into account run-time errors related to resource consumption, e.g., memory overflow, to automatically and dynamically relocate the applications tasks involved on the various clusters. This work was Laurentiu Trifan's PhD thesis, defended in October 2013.

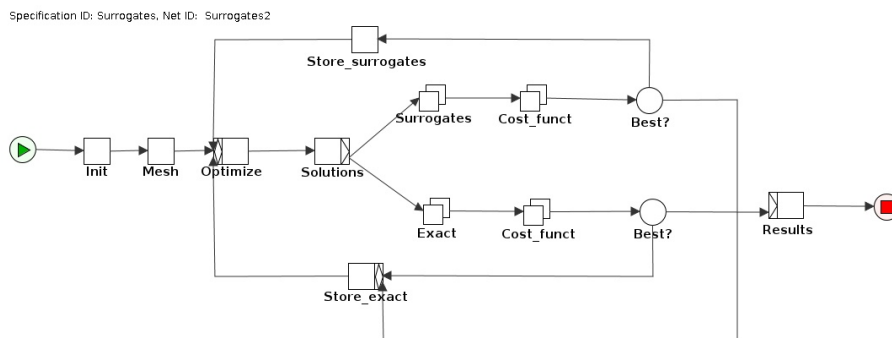


Figure 1. Testcase deployment on the Grid5000 infrastructure.

PERCEPTION Project-Team

4. New Software and Platforms

4.1. The MIXCAM Hardware/Software Platform

We developed a multiple camera platform composed of both high-definition color cameras and low-resolution depth cameras. This platform combines the advantages of the two camera types. On one side, depth (time-of-flight) cameras provide coarse low-resolution 3D scene information. On the other side, depth and color cameras can be combined such as to provide high-resolution 3D scene reconstruction and high-quality rendering of textured surfaces. The software package developed during the period 2011-2014 contains the calibration of TOF cameras, alignment between TOF and color cameras, TOF-stereo fusion, and image-based rendering. These software developments were performed in collaboration with the Samsung Advanced Institute of Technology, Seoul, Korea. The multi-camera platform and the basic software modules are products of 4D Views Solutions SAS, a start-up company issued from the PERCEPTION group.

Website: <https://team.inria.fr/perception/mixcam-lab/>



Figure 2. The MIXCAM laboratory is a multiple-camera multiple-PC hardware/software platform that combines high-resolution color (RGB) cameras with low-resolution time-of-flight (TOF) cameras. The cameras are arranged in “units”, where each unit is composed of two RGB cameras and one TOF camera (left image). Currently the system is composed of four such units (right image), or a total of eight RGB and four TOF cameras. Over years, in collaboration with 4D View Solutions, we have developed and maintained software packages for camera, multiple-camera, and cross-modal calibration, 3D reconstruction, multiple-camera stereo, TOF-stereo fusion, and image-based rendering.

4.2. Audiovisual Robots and Heads

We have developed two audiovisual (AV) robot heads: the POPEYE head and the NAO stereo head. Both are equipped with a binocular vision system and with four microphones. The software modules comprise stereo matching and reconstruction, sound-source localization and audio-visual fusion. POPEYE has been developed within the European project POP (<https://team.inria.fr/perception/pop/>) in collaboration with the project-team MISTIS and with two other POP partners: the Speech and Hearing group of the University of Sheffield and the Institute for Systems and Robotics of the University of Coimbra. The NAO stereo head

was developed under the European project HUMAVIPS (<http://humavips.inrialpes.fr>) in collaboration with Aldebaran Robotics (which manufactures the humanoid robot NAO) and with the University of Bielefeld, the Czech Technical Institute, and IDIAP. The software modules that we develop are compatible with both these robot heads [33].

For more information on POPEYE and on NAO please visit <https://team.inria.fr/perception/popeye/> and <https://team.inria.fr/perception/nao/>.

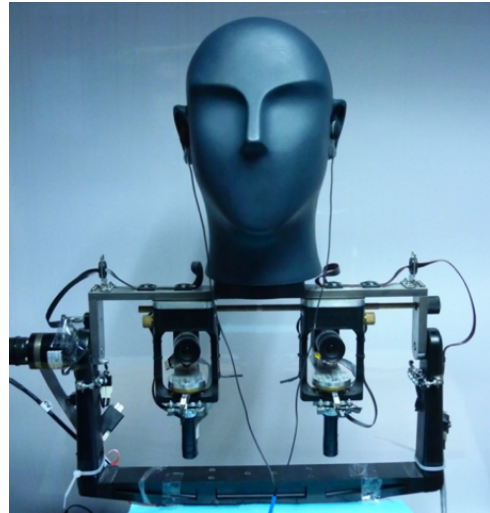


Figure 3. Left: The consumer humanoid robot NAO is equipped with a binocular-binaural head specially designed for human-humanoid interaction; Right: The binocular-binaural robot head POPEYE equipped with a four degrees of freedom stereo camera pair and with an acoustic dummy head.

PRIMA Project-Team

4. New Software and Platforms

4.1. OMiSCID Middleware for Distributed Multimodal Perception

Participants: Amaury Negre, Patrick Reignier, Dominique Vaufreydaz [correspondant].

Middleware, Distributed perceptual systems

OMiSCID is lightweight middleware for dynamic integration of perceptual services in interactive environments. This middleware abstracts network communications and provides service introspection and discovery using DNS-SD (DNS-based Service Discovery). Services can declare simplex or duplex communication channels and variables. The middleware supports the low-latency, high-bandwidth communications required in interactive perceptual applications. It is designed to allow independently developed perceptual components to be integrated to construct user services. Thus our system has been designed to be cross-language, cross-platform, and easy to learn. It provides low latency communications suitable for audio and visual perception for interactive services.

OMiSCID has been designed to be easy to learn in order to stimulate software reuse in research teams and is revealing to have a high adoption rate. To maximize this adoption and have it usable in projects involving external partners, the OMiSCID middleware has been released under an open source licence. To maximize its target audience, OMiSCID is available from a wide variety of programming languages: C++, Java, Python and Matlab. A website containing information and documentations about OMiSCID has been set up to improve the visibility and promote the use of this middleware.

4.2. Pal Middleware

Participants: Amaury Negre, Dominique Vaufreydaz [correspondant].

Middleware, Distributed perceptual systems, Robotic Operating System (ROS), IPL PAL

A part of our efforts in the PAL project has been put toward developing a solution that would ease the integration of our multi-partners' software components.

The design of PAL Middleware responds to a requirement that within the PAL project, each partner is responsible for maintaining 1) its software heritage 2) its resources 3) its competences and fields of research and expertise; 4) current practices in terms of programming language, (c/c++, Java, Python), computing platforms (OSx, Linux, Windows, Android, etc.) and interconnect software components (OSGi, OMiSCID, MPI, PVM, etc.); and 5) its particular needs and constraints.

For it to be widely accepted, the PAL middleware must be designed to be ecologic and pragmatic. Ecologic in the sense that the solution does not perturb the ecology of each ecosystem, pragmatic in the sense that setting up this solution did not require an heavy development effort, also because PAL and is required to reuse existing software solutions.

For developing PALGate we introduced a novel concept: software gate. Unlike software components/services which can be instantiated, a software gate is only a concept, it is defined as an ecologic and hermetic interface between different ecosystems. A software gate is characterized by the subset of functionalities it exposes to other gates, where the functionalities it exposes are provided by the software components/services of its belonging ecosystem. A software gate is hermetic in the sense that only a selected subset of functionalities of an ecosystem are exposed but also because it propagates only filtered information exposed by other gates into its ecosystem. The last characteristic of a software gate is that it makes explicit to other gates the communication mechanisms it uses.

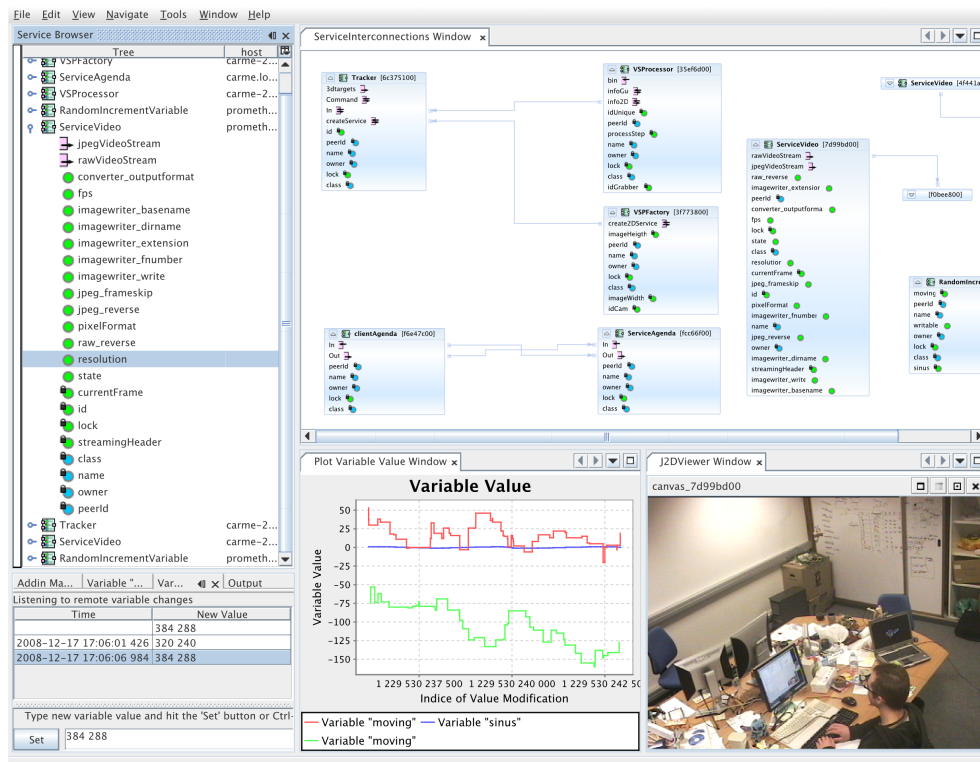


Figure 2. OMiSCID GUI showing a list of running services and some modules for service interconnections, variable plotting, live video stream display and variable control

While a software gate is only conceptual, the PAL middleware is an implementation of a gate oriented middleware. The PAL Middleware uses ROS to support the basic communication between gates. Within PALGate, each ecosystem is associated to only one software gate. Practically, PAL middleware 1) is a ROS stack containing gates definition 2) is a set of conventions (e.g. stack organization, package/node/topic/service names, namespaces, etc.) 3) it provides dedicated tools to ease the integration and its usage by partners. A software gate in PAL is a ROS package containing definition of ROS types (i.e. msgs and srvs types), but also exposed ROS communication channels (i.e. topics and RPCs).

With this architecture each partner has to provide the PAL middleware with a package containing the definition of its gate. Then in order a) to expose functionalities out of their ecosystem and b) to propagate information into their ecosystem, each partner must create ROS nodes. These ROS nodes let each partner interface their ecosystem through ROS topics and ROS services without having to change anything about their architecture. For instance if a partner is using Java and OSGi, it can create nodes in ROS Java that will expose/register functionalities through ROS services, publish/subscribe information using ROS topics.

4.3. EmoPRAMAD

Participant: Dominique Vaufreydaz [correspondant].

Affective computing,

Within the Pramad project, we want to offer a full affective loop between the companion robot and the elderly people at home. This affective loop is necessary within the context of everyday interaction of elderly and the companion robot. A part of this loop is to make the robot express emotions in response to the emotional state of the user. To do that, we need to test our working hypothesis about the visual representation of emotions with the 3D face of robot. EmoPRAMAD is an evaluation tool designed to conduct comparative studies between human faces and the 3D faces expressing a defined set of emotions.



Figure 3. EmoPRAMAD interfaces with a human face and a 3D face from our virtual agent.

The evaluation conducted through EmoPRAMAD concerns both unimodal (facial only) and bimodal conditions (facial/sound). The emotions set is composed of 4 basic emotions (joy, fear, anger, sadness) and a neutral state. While experimenting, the software collects several parameters in order to evaluate more than correctness of the answers: time to respond, length of mouse moves, etc. Experimentation is still in progress at Inria in Grenoble, University Pierre and Marie Curie and Broca Hospital in Paris. A set of 235 participants from 14 to 88 years old was already recorded.

4.4. Detection and Tracking of Pedestrians in INRETS Intelligent Urban Spaces Platform

Participants: Claudine Combe, James Crowley [correspondant], Lukas Rummelhard.

Visual detection and tracking of pedestrians, Intelligent Urban Space

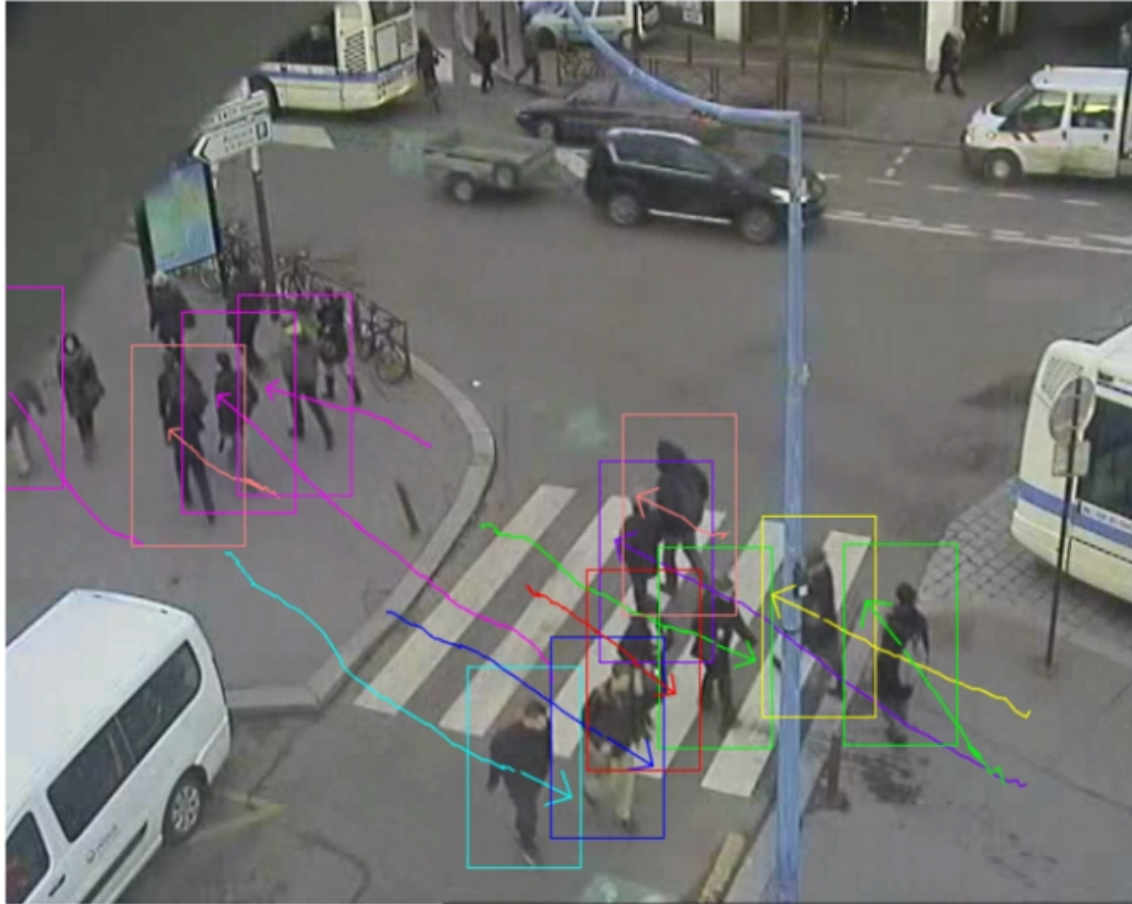


Figure 4. Cipebus: pedestrian tracking system.

The project ANR-07-TSFA-009-01 CIPEBUS ("Carrefour Intelligent - Pole d'Echange - Bus) has been proposed by INRETS-IFSTTAR, in collaboration with Inria, Citilog, Fareco, and the city of Versailles. The Objective of the CIPEBUS project is to develop an experimental platform for observing activity in a network of urban streets in order to experiment with techniques for optimizing circulation by context aware control of traffic lights.

Within CipeBus, Inria has developed a real time multi-camera computer vision system to detect and track people using a network of surveillance cameras. The CipeBus combines real time pedestrian detection with 2D and 3D Bayesian tracking to record the current position and trajectory of pedestrians in an urban environment under natural view conditions. The system extends the sliding window approach to use a half-octave Gaussian Pyramid to explore hypotheses of pedestrians at different positions and scales. A cascade classifier is used to determine the probability that a pedestrian can be found at a particular position and scale. Detected pedestrians are then tracked using a particle filter.

The resulting software system has been installed and tested at the INRETS CipeBus platform and is currently used for experiments in controlling the traffic lights to optimize the flow of pedestrians and public transportation while minimizing the delay imposed on private automobiles.

4.5. Multisensor observation of human activity for integrated energy and comfort management

Participants: Claudine Combe, James Crowley [correspondant], Lucas Nacsa, Amaury Negre, Lukas Rummelhard.

multimodal tracking of human activity

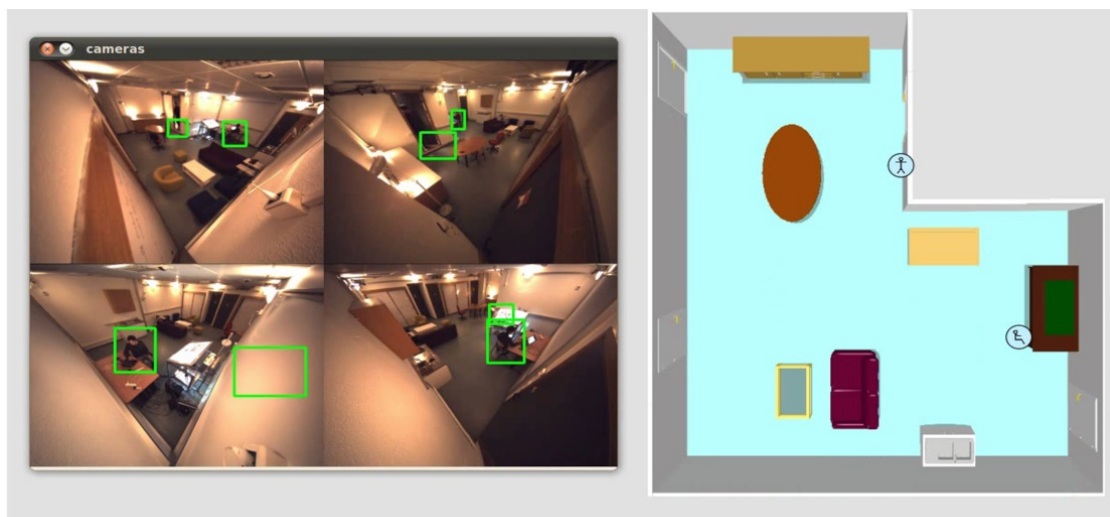


Figure 5. The 3D tracker integrates observations from multiple sensors

As part of Inria's contribution of ICTLabs Action TSES - Smart Energy Systems, we have constructed a system that integrates information from multiple environmental sensors to detect and track people in indoor environments. This system, constructed as part of activity 11831 Open SES Experience Labs for Prosumers and New Services, has been released to ICTLabs partners in June 2012. It has also been used for construction of a smart spaces testbed at Schneider Electric.

This software, named MultiSensor activity tracker, integrates information from multiple environmental sensors to keep track of the location and activity of people in a smart environment. This model is designed to be used by a home energy broker that would work in conjunction with a smart grid to manage the energy consumption of home appliances, balancing the needs of inhabitants with opportunities for savings offered by electricity rates. This database will also be used for by advisor services that will offer advice to inhabitants on the consequences to energy consumption and energy cost that could potentially result from changes to lifestyle or home energy use.

Work in this task draws from earlier results from a number of development projects at Inria. In the ANR Casper project Inria created a Bayesian tracking system for human activity using a voxel-based occupancy grid. Within the INRA ADT PAL project, Inria is creating methods for plug and play installation of visual and acoustic sensors for tracking human activity within indoor environments.

While a voxel-based Bayesian tracker has served well for a number of applications, a number of limitations have been observed. For example, under certain circumstances, the sensor data can provide contradictory or ambiguous data about the location and activities of people. Resolving such cases required the Bayesian tracker to choose between a number of competing hypotheses, potentially resulting in errors. Several members of

our group have argued that an alternative integration approach based on the use of a Particle filter would solve these problems and provide a more reliable tracking system. This task has been undertaken to evaluate this hypothesis. The system configured and optimized for detecting and tracking people within rooms using multiple calibrated cameras. The system currently uses corner mounted cartesian cameras, ceiling mounted cameras with wide angle lenses and panoramic cameras placed on tables. Cameras may be connected and disconnected while the component is running, but they must be pre-calibrated to a common room reference frame. We are currently experimenting with techniques for Bayesian estimation of camera parameters for auto-calibration. Cameras may be connected dynamically.

The original system 3DBT has been declared with the APP "Agence pour la Protection des Programmes" under the Interdeposit Digital number IDDN.FR.001.490023.000.S.P.2006.000.10000. A revised declaration for the latest version of the system is currently being prepared.

4.6. Stereo Viewfinder

Participants: Frédéric Devernay [correspondant], Loic Lefort, Elise Mansilla, Sergi Pujades-Rocamora.

Stereoscopy, Auto-calibration, Real-time video processing, Feature matching

This software has been filed with the APP "Agence pour la Protection des Programmes" under the Interdeposit Digital number IDDN.FR.001.370083.000.S.P.2007.000.10000

4.7. Visual Emotion Recognition for Health and Well Being.

Participants: James Crowley [correspondant], Varun Jain, Sergi Pujades-Rocamora.

Visual Emotion Recognition

People express and feel emotions with their face. Because the face is the both externally visible and the seat of emotional expression, facial expression of emotion plays a central role in social interaction between humans. Thus visual recognition of emotions from facial expressions is a core enabling technology for any effort to adapt ICT to improve Health and Wellbeing.

Constructing a technology for automatic visual recognition of emotions requires solutions to a number of hard challenges. Emotions are expressed by coordinated temporal activations of 21 different facial muscles assisted by a number of additional muscles. Activations of these muscles are visible through subtle deformations in the surface structure of the face. Unfortunately, this facial structure can be masked by facial markings, makeup, facial hair, glasses and other obstructions. The exact facial geometry, as well as the coordinated expression of muscles is unique to each individual. In additions, these deformations must be observed and measured under a large variety of illumination conditions as well as a variety of observation angles. Thus the visual recognition of emotions from facial expression remains a challenging open problem in computer vision.

Despite the difficulty of this challenge, important progress has been made in the area of automatic recognition of emotions from face expressions. The systematic cataloging of facial muscle groups as facial action units by Ekman [38] has let a number of research groups to develop libraries of techniques for recognizing the elements of the FACS coding system [30]. Unfortunately, experiments with that system have revealed that the system is very sensitive to both illumination and viewing conditions, as well as the difficulty in interpreting the resulting activation levels as emotions. In particular, this approach requires a high-resolution image with a high signal-to-noise ratio obtained under strong ambient illumination. Such restrictions are not compatible with the mobile imaging system used on tablet computers and mobile phones that are the target of this effort.

As an alternative to detecting activation of facial action units by tracking individual face muscles, we propose to measure physiological parameters that underlie emotions with a global approach. Most human emotions can be expressed as trajectories in a three dimensional space whose features are the physiological parameters of Pleasure-Displeasure, Arousal-Passivity and Dominance-Submission. These three physiological parameters can be measured in a variety of manners including on-body accelerometers, prosody, heart-rate, head movement and global face expression.

The PRIMA Group at Inria has developed robust fast algorithms for detection and recognition of human faces suitable for use in embedded visual systems for mobile devices and telephones. The objective of the work described in this report is to employ these techniques to construct a software system for measuring the physiological parameters commonly associated with emotions that can be embedded in mobile computing devices such as cell phones and tablets.

A revised software package has recently been released to our ICTlab partners for face detection, face tracking, gender and age estimation, and orientation estimation, as part of ICTlabs Smart Spaces action line. This software has been declared with the APP "Agence pour la Protection des Programmes" under the Interdeposit Digital number IDDN.FR.001.370003.000.S.P.2007.000.21000.

A software library, named PrimaCV has been designed, debugged and tested, and released to ICTLabs partners for real time image acquisition, robust invariant multi-scale image description, highly optimized face detection, and face tracking. This software has been substantially modified so as to run on an mobile computing device using the Tegra 3 GPU.

4.8. AppsGate - Smart Home Application Gateway

Participants: Alexandre Demeure, James Crowley [correspondant], Emeric Grange, Cedric Gerard, Camille Lenoir, Kouzma Petoukhov.

Smart Home Applications Gateway

PRIMA has participated in the development of the AppsGate Home Application Gateway Architecture. The AppsGate architecture is based on the HMI Middleware developed in cooperation with the IIHM and Adele groups of the UMR Laboratoire Informatique de Grenoble (LIG). The HMI Middleware is designed to facilitate the development of end-user applications on top of the core software components described in the sections above, while ensuring service continuity and usability. The key features of the HMI Middleware include:

- Integration of sensors and actuators managed by a variety of protocols, and provision of a uniform abstraction for these devices as component-oriented-services,
- Integration of Web services made available on the cloud by a variety of web service providers, and provision of a uniform abstraction for these services as component-oriented-services,
- Communication between the HMI middleware and client applications - typically, user interfaces for controlling and programming the smart home, that run on high-end devices such as smartphones, tablets, and TVs.

As part of the Appsgate middleware, we have developed SPOK, an End User Development Environment, that enables inhabitants to control and program their smart Homes via a web interface. The current version of SPOK includes an editor for editing programs using a pseudo-natural language and an interpreter. A multi-syntax editor as well as additional services such as a debugger and a simulator are currently under development.

4.9. a SmartEnergy Serious Game

Participant: Patrick Reignier.

This ongoing serious game is the result of a collaboration with Ayesha Kashif (LIG), Stephane Ploix (G-Scop) and Julie Dugdale (LIG). It has been developed as part of the Grenoble INP SmartEnergy project.

Inhabitants play a key role in buildings global energy consumption but it is difficult to involve them in energy management. Our objective is to make energy consumption visible by simulating inside a serious game the energy impact of inhabitants behaviours. A serious game is currently under development, coupling a 3D virtual environment and a building energy simulator. The 3D virtual environment is based on the JMonkey 3D engine. New houses can be easily imported using SweetHome 3D and Blender. The building energy simulator is EnergyPlus. The 3D engine and the energy engine are coupled using the Functional Mock-up Interface (FMI) standard. Using this standard will allow to easily switch between existing building energy simulators

PRIVATICS Project-Team

4. New Software and Platforms

4.1. Mobilities

Mobilities is a joint project, started in 2012 between Inria and CNIL, which targets privacy issues on smartphones. The goal is to analyze the behavior of smartphones applications and their operating system regarding users private data, that is, the time they are accessed or sent to third party companies usually neither with user's awareness nor consent.

In the presence of a wide range of different smartphones available in terms of operating systems and hardware architecture, Mobilities project focuses actually its study on the two mostly used mobile platforms, IOS (Iphone) and Android. Both versions of the Mobilities software: (1) capture any access to private data, any modification (e.g., ciphering or hashing of private data), or transmission of data to remote locations on the Internet; (2) store these events in a local database on the phone for offline analysis; and (3) provide the ability to perform an in depth database analysis in order to identify personal information leakage.

A Mobilities prototype for iOS has been developed since early 2012. A Mobilities prototype for Android has been developed since mid-2013, running on Galaxy Nexus smartphones. In parallel an analysis tool has been developed, capable of analyzing the databases containing the raw data of both Mobile Operating Systems.

A first live experiment has been conducted by CNIL with the Mobilities software for IOS with the help of volunteers equipped with iphones in September 2012-January 2013. As a result, some visualization tools have been developed for the data collected in order to showcase private data leakage by the apps which the participants of the experiment have used. A press conference has been held by CNIL and Inria in Paris in April 2013 and several Mobilities results have been published in French newspapers (see Section 8.3).

A second live experiment has been conducted by CNIL with the Mobilities software for Android, with the help of volunteers equipped with Galaxy Nexus smartphones, in June-September 2014. A press conference has been held by CNIL and Inria in December 2014, and several results have been published in French newspapers (see Section 8.3).

4.2. Omen+

Omen+ is a password cracker following our previous work. It is used to guess possible passwords based on specific information about the target. It can also be used to check the strength of user password by effectively looking at the similarity of that password with both usual structures and information relative to the user, such as his name, birth date...

It is based on a Markov analysis of known passwords to build guesses. The previous work Omen needs to be cleaned in order to be scaled to real problems and to be distributed or transferred to the security community (maintainability): eventually it will become an open source software. The main challenge of Omen+ is to optimize the memory consumption.

The actual efficiency of that implementation in the cracking of passwords will be tested in the coming days. The processing of the personal information will be implemented before the end of January. The hardest part of that side of Omen+ will be the collection and classification of the information for a particular target.

4.3. OpenFEC

OpenFEC (<http://openfec.org>) is an open-source C-language implementation of several Application-Level Forward Erasure Correction (AL-FEC) codecs, namely: 2D-parity, Reed-Solomon (RFC 5510, <http://tools.ietf.org/html/rfc5510>) and LDPC-Staircase (RFC 5170, <http://tools.ietf.org/html/rfc5170>) codes. The OpenFEC project also provides a complete performance evaluation tool-set, capable of automatically assessing the performance of various codecs, both in terms of erasure recovery and encoding/decoding speed or memory consumption.

A commercial, highly optimized version of OpenFEC is available, along with an implementation of the FLUTE (RFC 6726, <http://tools.ietf.org/html/rfc6726>) large scale content delivery protocol, and both softwares are currently commercialized by the Expway (<http://expway.com>) French SME. These softwares have been deployed in many places throughout the world (for instance there were more than 1.5 millions of terminals in Japan implementing the ISDB-Tmm standard, powered by our FLUTE/LDPC-Staircase softwares, in Q3-2013).

Thanks to the success of the industrial transfer of the OpenFEC and FLUTE softwares to Expway, Vincent Roca has been awarded the third FIEEC (Federation des Industries Electriques, Electroniques et Communications) applied research prize in October 2014.

ROMA Team

5. New Software and Platforms

5.1. MUMPS

Participants: Patrick Amestoy, Alfredo Buttari, Jean-Yves L'Excellent [correspondent], Chiara Puglisi, Wissam M. Sid-Lakhdar, Bora Uçar.

MUMPS (for *MUltifrontal Massively Parallel Solver*) see <http://mumps-solver.org> is a software package for the solution of large sparse systems of linear equations. It implements a direct method, the so called multifrontal method; it is a parallel code capable of exploiting distributed-memory computers as well as multithreaded libraries; its main originalities are its numerical robustness (including partial threshold pivoting in distributed-memory environment) and its wide range of features.

The latest public release is MUMPS 4.10.0 (May 2011); the new release is scheduled for February 2015 and will be under the Cecill-C licence, following an agreement between CERFACS, CNRS, ENS Lyon, INPT, Inria and University of Bordeaux.

SOCRATE Project-Team

5. New Software and Platforms

5.1. WSnet

Socrate is an active contributor to WSnet (<http://wsnet.gforge.inria.fr/>) a multi-hop wireless network discrete event simulator. WSnet was created in the ARES team and it is now supported by the D-NET team of Inria Rhône-Alpes.

5.2. Wiplan

Wiplan is a software including an Indoor propagation engine and a wireless LAN optimization suite, which has been registered by INSA-Lyon. The heart of this software is the propagation simulation core relying on an original method, MR-FDPF (multi-resolution frequency domain ParFlow), proposed by JM Gorce in 2001 and further extended. The discrete ParFlow equations are translated in the Fourier domain providing a large linear system, solved in two steps taking advantage of a multi-resolution approach. The first step computes a cell-based tree structure referred to as the pyramid. In the second phase, a radiating source is simulated, taking advantage of the pre-processed pyramidal structure. Using of a full-space discrete simulator instead of classical ray-tracing techniques is a challenge due to the inherent high computation requests. However, we have shown that the use of a multi-resolution approach allows the main computational load to be restricted to a pre-processing phase. Extensive works have been done to make predictions more realistic. The development of the wiplan software has been a part of the european project iPlan (IAPP-FP7 project) and has been integrated in NS-3 simulator.

5.3. FloPoCo

The purpose of the open-source FloPoCo project is to explore the many ways in which the flexibility of the FPGA target can be exploited in the arithmetic realm. FloPoCo is a generator of operators written in C++ and outputting synthesizable VHDL automatically pipelined to an arbitrary frequency. Among the known users of FloPoCo are U. Bristol, U. Cape Town, U.T. Cluj-Napoca, Imperial College, U. Essex, U. Madrid, U. P. Milano, T.U. Muenchen, T. U. Kaiserslautern, U. Paderborn, CalTech, U. Pernambuco, U. Perpignan, U. Tohoku, U. Tokyo, Virginia Tech U. and several companies.

In 2014, FloPoCo was enhanced with a generator of FIR filters accurate to the last bit [19] and several variants of the Atan2 function [46].

Web page: <http://flopoco.gforge.inria.fr/>

5.4. FIT/CorteXlab software

During the setting up of the FIT/CorteXlab platform, important software tools have been developed for the platform. The main tools is Minus which is used to deploy software programs on SDR hardware, it is developed in Python and is able to deploy complete configuration of NI USRP or Nutaq PicoSDR platforms. A second tools is DAS (*Automatic deployment system*) which is used to create the complete software environment of the servers of FIT/CorteXlab. This software could be use to create another testbed based on the same principle: hardware SDR nodes programmed from internet. These software are currently used on the deployment testbed and on the production testbed.

SPADES Team

5. New Software and Platforms

5.1. Prototypes

5.1.1. Logical Causality

Participant: Gregor Goessler.

We are developing LOCA, a prototype tool written in Scala that implements the analysis of logical causality described in 6.3.3. LOCA currently supports causality analysis in BIP and networks of timed automata. The core analysis engine is implemented as an abstract class, such that support for other models of computation (MoC) can be added by instantiating the class with the basic operations of the MoC.

5.1.2. Cosyma

Participant: Gregor Goessler.

We have developed COSYMA, a tool for automatic controller synthesis for incrementally stable switched systems based on multi-scale discrete abstractions. The tool accepts a description of a switched system represented by a set of differential equations and the sampling parameters used to define an approximation of the state-space on which discrete abstractions are computed. The tool generates a controller — if it exists — for the system that enforces a given safety or time-bounded reachability specification.

5.1.3. The SIAAM virtual machine

Participant: Jean-Bernard Stefani.

The SIAAM abstract machine is an object-based realization of the Actor model of concurrent computation. Actors can exchange arbitrary object graphs in messages while still enjoying a strong isolation property. It guarantees that each actor can only directly access objects in its own local heap, and that information between actors can only flow via message exchange. The SIAAM machine has been implemented for Java as a modified Jikes virtual machine. The resulting SIAAM software comprises:

- A modified Jikes RVM that implements actors and actor isolation as specified by the SIAAM machine.
- A set of static analyses build using the Soot Java optimization framework for optimizing the execution of the SIAAM/Jikes virtual machine, and for helping programmers diagnose potential performance issues.
- A formal proof using the Coq proof assistant of the SIAAM isolation property.

The SIAAM machine is the subject of Quentin Sabah's PhD thesis [67].

5.1.4. pyCPA_TCA

Participant: Sophie Quinton.

We are developing PYCPA_TCA, a PYCPA plugin for Typical Worst-Case Analysis as described in Section 6.2.2. PYCPA is an open-source Python implementation of Compositional Performance Analysis developed at TU Braunschweig, which allows in particular response-time analysis. PYCPA_TCA is an extension of this tool that is co-developed by Sophie Quinton and Zain Hammadeh at TU Braunschweig. It allows in particular the computation of weakly-hard guarantees for real-time tasks, i.e. number of deadline misses out of a sequence of executions. So far, PYCPA_TCA is restricted to uniprocessor systems of independent tasks, scheduled according to static priority scheduling.

STEPP Team

5. New Software and Platforms

5.1. REDEM: REDuction Of GHG EMISSION software

Participant: Emmanuel Prados.

REDEM software (REDuction of EMISSIONs) is a tool designed for the benchmarking of national GHG emission reduction trajectories. We have developed REDEM in collaboration with **EDDEN** Laboratory (Patrick Criqui and Constantin Ilasca). The actual version of the software is implemented in Visual Basic under Microsoft Excel in order to facilitate handling and diffusion to climate/energy economists. The work related to this software has been published in [5].

5.2. Wassily

Participants: Julien Alapetite, Jean-Yves Courtonne.

In collaboration with the association “Groupe de Réflexion sur les Empreintes Ecologiques Locales” (eco-data.fr), STEEP contributes to the development of Wassily (in tribute to Wassily Leontief who first designed the relevant concepts), to perform input-output analyses applied to environmental issues (see section 4.2). The purpose of this software is to automatize most of the work of standard input-output analysis and to visualize the results in a user-friendly way in order to efficiently address the related key environmental questions.

The software is structured in three different modules:

- the database module stores all the input-output data coming from Eurostat, OCDE, Insee or other sources.
- the computation module performs the input-output calculations
- the visualization module displays the results in a synthetic manner.

The database module is based on the SQLite format and makes use of SQL to manipulate the various tables involved in the process. The goal of this module is to provide a normalized data interface for the computation module, from various types of input-output data which are often stored as Excel sheet on web sites.

The computation module is based on QT and C++ and deals mostly with matrix manipulation.

The visualization module is based on a JavaScript library called D3 and allows the user to visualize the results in a number of different ways, such as bar charts, pie charts, sankey diagrams to name a few. The integration between the C++ and JavaScript pieces of code is performed with QTScript.

5.3. QGIS_Tranus_Reports

Participants: Patricio Inzaghi, Emmanuel Prados, Peter Sturm.

This software allows to graphically visualise data output by the TRANUS LUTI model (and possibly, of any other data of the same structure). In particular, this concerns any data items defined per zone of a modelled territory (productions, indicators, etc.). The software is designed as a plugin for the geographical information system platform QGIS and can be run interactively as well as by the command line or by a call from within another software. The interactive mode (within QGIS) allows the user to define graphical outputs to be generated from TRANUS output files (type of graphs to be generated – 2D or 3D – color coding to be used, choice of data to be displayed, etc.). Visualisation of data is done in the form of 2D graphs or 3D models defined using java-script. The software is about to be registered with the APP.

TYREX Project-Team

5. New Software and Platforms

5.1. XML Reasoning Solver

Participants: Pierre Genevès, Nabil Layaïda, Nils Gesbert, Louis Jachiet, Nicola Guido.

The **XML Reasoning Solver** is a tool for the static analysis of queries and schemas based on our theoretical advances [9]. It allows automated verification of properties that are expressed as logical formulas over trees. A logical formula may for instance express structural constraints or navigation properties (like e.g. path existence and node selection) in finite trees.

The reasoner is built on top of a finite tree logic solver for a new modal logic equipped with recursion and backward axes. The solver is very fast in practice and uses symbolic techniques (Binary Decision Diagrams). The solver has been recently extended to support functions, parametric functions and polymorphic subtyping. One notable difficulty was to elaborate many advanced optimizations with symbolic implementation techniques. The logical solver significantly advances the state of the art. In particular, it is the first implementation that effectively solves the query containment problem for a large fragment of the XPath query language. It supports all navigation axes and regular tree constraints. Although researchers had studied XPath satisfiability before, such prior works were either unimplementable or deemed to explode even for tiny examples. As of 2014, it is still the only implementation actually capable of solving this problem in practice for real world instances.

The reasoner includes compilers and various static analyzers for web query and schema languages. This includes compilers for XPath, for XML schemas (DTDs, XML Schemas, Relax NGs) into logical formulas, parsers, benchmarks, and libraries for automated testing. Various difficulties reside in the compilation of real-world queries, including compiling XPath queries into fixed-point logics, developing specific implementation techniques in order to avoid worst case blow-ups as much as possible when e.g. supporting unordered XML attributes among (ordered) XML elements, etc. The reasoner also generates counter-examples that allow program defects to be reproduced independently from the analyzer.

The off-line version of the solver (with a native library) is fast and up-to-date with the latest advances. We developed and deployed an interactive web interface to make the solver available to the international scientific community. For this purpose, we redesigned the libraries used for the manipulation of binary decision diagrams (BDDs) so that they could be used in a fully concurrent and multithreaded manner. This is in order to allow several instances of the logical solver to run concurrently for several users on a web server (GWT-based), while decreasing performance as less as possible.

The reasoner helps us to guide and validate our approach. We continue to develop, maintain and use it on an almost-daily basis.

5.2. XQuery type-checker

Participants: Pierre Genevès, Nabil Layaïda, Nils Gesbert.

This prototype implements a sound static type-system for XQuery, which, as of december 2014, is the most precise type system known for XQuery. It supports the static typing of backward axes that no other does nor is supported in the XQuery recommendation. It also includes precise typing for conditional statements which is challenging as such statements are usually sensitive to the program context. Our type checker successfully verifies complex programs for which existing type-checkers (either known from the literature or those developed in commercial software) fail by reporting false alarms. One major benefit is to allow the cost of validation to be deferred from runtime to compile-time (once only). This prototype is implemented in Scala and interacts with the solver by issuing external calls for deciding complex subtyping relations. This prototype is described in preprint [20]

5.3. CSS Analyzer

Participants: Pierre Genevès, Nabil Layaïda, Marti Bosch Padros.

This software now consists in two distinct prototypes: two static analyzers (with a different purpose) that share a common compiler for CSS. The first prototype is used for bug detection and verification of a cascading style sheet (CSS) file. It involves a compiler for CSS rules (and in particular selectors) into logical formulas, adapted for the semantics of CSS (see the initial WWW'12 paper). The second prototype performs automated refactoring for size reduction of CSS style sheets. It reuses the first compiler and the logical solver for detecting which rules can be refactored and how. It implements various optimisation techniques (like early pruning), for the purpose of dealing with large-size real CSS files. This prototype reduces the size of CSS files found in the most popular websites (such as CNN, facebook, Google Sites, Apple, etc.) by up to 30% while preserving their semantics [13].

5.4. ClaireCourseMaker Library

Participants: Nicolas Hairon, Cécile Roisin, Nabil Layaïda.

The goal of the ClaireCourseMaker is to provide direct and visual editing tools for structuring, annotating and timeline-based authoring of continuous content such as audio or video. It is mainly devoted to the synchronisation and layout of pedagogical material (video, slides, chaptering, etc.) and enables the incorporation of rich media content in MOOCs. The underlying technology is based on Web standards and relies on the open source JavaScript Popcorn library and Popcorn Maker web application developed by the Mozilla Foundation. The tool is a wysiwyg web-based authoring tool which benefits from the generic features of Popcorn and offers structuring methods such chaptering and container-based synchronisation.

ClaireCourseMaker is the direct follow-up tool of the Timesheet library developed in the project. Timesheet library is a cross-browser JavaScript implementation for scheduling the dynamic behaviour of HTML5 content. It uses and provides a reference implementation for declarative synchronisation markup such as **SMIL Timing and Synchronization** and **SMIL Timesheets**.

ClaireCourseMaker is developed in collaboration with the OpenClassrooms company in the context of the Claire project (see section 7.1.1).

5.5. Interactive eXtensible Engine (IXE)

Participants: Nabil Layaïda, Pierre Genevès, Thibaud Michel, Mathieu Razafimahazo.

PDRTrack is a localization utility running on iOS or Android smartphones used for recording and playing data sets (accelerometer, gyroscope, barometer and magnetometer values) to study the effect of different pedometer and map matching parameters on indoor and outdoor localization accuracy. This application uses the PDR library, written in C++, which provides the user's location in real time based on the interpretation of mobile phone sensors. Three main modules have been designed to build this localization system:

- a pedometer that estimates the distance the user has walked and his speed
- a motion manager that enables data set recording and simulation but also the creation of virtual sensors or filters (e.g gyroscope drift compensation, linear acceleration, altimeter)
- a map-matching algorithm that provides location estimates on a given OpenStreetMap description and the current user's trajectory

The PDR library is a central component of the VENTURI project. It has been used for applications such guiding a visually impaired people. Others partners have used this localisation system for retrieving a scale factor needed for the computer vision part (i.e SLAM).

GPS navigation systems, when used in an urban environment, are limited in precision and can only give instructions at the level of the street and not of the pavement or corridor. GPS is also limited to outdoor navigation and requires some transition system when switching to indoor navigation.

PDRTrack is embedded in IXE. IXE is an urban pedestrian navigation system based on Inertial Measurement Units (IMU) and running on mobile phones with onboard geographic data and a routing engine. IXE allows augmented reality queries on customised embedded geographical data. Queries on route nodes or POIs, on ways and relations are predefined for efficiency and quality of information. Following a web paradigm, IXE can be seen as web browser for XML documents describing navigation networks. by using the micro-format concept, one can define inside OpenStreetMap a complex format for pedestrian navigation networks allowing navigation at the level of pavements or corridors.

The big advantage of IXE is that it relies on a standard OpenStreetMap editor called JOSM to create navigation networks and augmented reality content. IXE browser reads OSM documents and produces from them visible or audible navigation information. IXE is composed of three engines, one for dead-reckoning navigation, one for interactive audio and the last one for Augmented Reality visual information.

URBANET Team

5. New Software and Platforms

5.1. WSNet

Participants: Rodrigue Domga Komguem, Quentin Lampin, Trista Lin, Alexandre Mouradian, Fabrice Valois (contact).

UrbaNet is an active contributor to WSnet (<http://wsnet.gforge.inria.fr/>), a discrete event simulator dedicated to large scale wireless networks developed and maintained by members of Inria and CITI lab. A major part of this contribution is represented by the implementation of state of the art protocols for medium access control and routing.

The WSNet simulation results obtained following this process are sometimes used as an input for another part of our development effort, which consists in prototype software based on the combination of CPLEX and AMPL for solving mixed integer linear programming problems with column generation.

5.2. TAPASCologne vehicular mobility dataset

Participants: Marco Fiore (contact), Diala Naboulsi, Razvan Stanica.

Based on the data made available by the Institute of Transportation Systems at the German Aerospace Center (ITS-DLR), the dataset aims at reproducing, with a high level of realism, car traffic in the greater urban area of the city of Cologne, Germany. To that end, different state-of-art data sources and simulation tools are brought together, so to cover all of the specific aspects required for a proper characterization of vehicular traffic:

- The street layout of the Cologne urban area is obtained from the OpenStreetMap (OSM) database;
- The microscopic mobility of vehicles is simulated with the Simulation of Urban Mobility (SUMO) software;
- The traffic demand information on the macroscopic traffic flows across the Cologne urban area (i.e., the O/D matrix) is derived through the Travel and Activity PATterns Simulation (TAPAS) methodology;
- The traffic assignment of the vehicular flows described by the TAPASCologne O/D matrix over the road topology is performed by means of Gawron's dynamic user assignment algorithm.

The resulting synthetic trace of the car traffic in the city of Cologne covers a region of 400 square kilometers for a period of 24 hours, comprising more than 700.000 individual car trips. More information is available on the project website at <http://kolntrace.project.citi-lab.fr/>.

5.3. PrivaMovApp

Participants: Djamel Benferhat, Patrice Raveneau, Hervé Rivano, Razvan Stanica (contact).

UrbaNet is leading the development of an Android application for user data collection purposes. The application is based on the Funf (<http://www.funf.org/>) framework, and is currently available on Google Play. A first deployment of the application, on 25 users, took place in December, at the ACM Middleware 2014 conference, in Bordeaux.

5.4. Sense in the City

Participants: Khaled Boussetta (contact), Hervé Rivano, Hamadoun Tall.

We are developing a lightweight experimentation platform for wireless sensor networks. The main objective of this platform is to be easily transferable and deployable on the field. It allows a simplified deployment of the code running on the sensors and the collection of logs generated by the instrumentation of the code on a centralized database. In the early stage of the platform, the sensors are powered by small PCs, e.g. Raspberry Pis, but we are investigating the integration of energy harvesting capabilities such as solar panels. First practical deployments of the platform will be used to showcase some protocols developed in the team in 2015.