RESEARCH CENTER
Sophia Antipolis - Méditerranée

FIELD

Activity Report 2019

Section Software

Edition: 2020-03-21

ABS Project-Team

4. New Software and Platforms

4.1. SBL

Structural Bioinformatics Library

KEYWORDS: Structural Biology - Biophysics - Software architecture

FUNCTIONAL DESCRIPTION: The SBL is a generic C++/python cross-platform software library targeting complex problems in structural bioinformatics. Its tenet is based on a modular design offering a rich and versatile framework allowing the development of novel applications requiring well specified complex operations, without compromising robustness and performances.

More specifically, the SBL involves four software components (1-4 thereafter). For end-users, the SBL provides ready to use, state-of-the-art (1) applications to handle molecular models defined by unions of balls, to deal with molecular flexibility, to model macro-molecular assemblies. These applications can also be combined to tackle integrated analysis problems. For developers, the SBL provides a broad C++ toolbox with modular design, involving core (2) algorithms, (3) biophysical models, and (4) modules, the latter being especially suited to develop novel applications. The SBL comes with a thorough documentation consisting of user and reference manuals, and a bugzilla platform to handle community feedback.

RELEASE FUNCTIONAL DESCRIPTION: In 2018, major efforts targeted two points. First, the simplification of installation procedures – now possible with conda/python. Second, the development of packages revolving on molecular flexibility at large: representations in internal and Cartesian coordinates, generic representation of molecular mechanics force fields (and computation of gradients), exploration algorithms for conformational spaces.

- Contact: Frédéric Cazals
- Publication: The Structural Bioinformatics Library: modeling in biomolecular science and beyond
- URL: https://sbl.inria.fr/

ACUMES Project-Team

5. New Software and Platforms

5.1. MGDA

Multiple Gradient Descent Algorithm

KEYWORDS: Descent direction - Multiple gradients - Multi-objective differentiable optimization - Prioritized multi-objective optimization

SCIENTIFIC DESCRIPTION: The software relies upon a basic MGDA tool which permits to calculate a descent direction common to an arbitrary set of cost functions whose gradients at a computational point are provided by the user, as long as a solution exists, that is, with the exclusion of a Pareto-stationarity situation.

More specifically, the basic software computes a vector d whose scalar product with each of the given gradients (or directional derivative) is positive. When the gradients are linearly independent, the algorithm is direct following a Gram-Schmidt orthogonalization. Otherwise, a sub-family of the gradients is identified according to a hierarchical criterion as a basis of the spanned subspace associated with a cone that contains almost all the gradient directions. Then, one solves a quadratic programming problem formulated in this basis.

This basic tool admits the following extensions: - constrained multi-objective optimization - prioritized multi-objective optimization - stochastic multi-objective optimization.

FUNCTIONAL DESCRIPTION: Chapter 1: Basic MGDA tool Software to compute a descent direction common to an arbitrary set of cost functions whose gradients are provided in situations other than Pareto stationarity.

Chapter 2: Directions for solving a constrained problem Guidelines and examples are provided according the Inria research report 9007 for solving constrained problems by a quasi-Riemannian approach and the basic MGDA tool.

Chapter 3: Tool for prioritized optimization Software permitting to solve a multi-objective optimization problem in which the cost functions are defined by two subsets: - a primary subset of cost functions subject to constraints for which a Pareto optimal point is provided by the user (after using the previous tool or any other multiobjective method, possibly an evolutionary algorithm) - a secondary subset of cost functions to be reduced while maintaining quasi Pareto optimality of the first set. Procedures defining the cost and constraint functions, and a small set of numerical parameters are uploaded to the platform by an external user. The site returns an archive containing datafiles of results including graphics automatically generated.

Chapter 4: Stochastic MGDA Information and bibliographic references about SMGDA, an extension of MGDA applicable to certain stochastic formulations.

Concerning Chapter 1, the utilization of the platform can be made via two modes : – the interactive mode, through a web interface that facilitates the data exchange between the user and an Inria dedicated machine, – the iterative mode, in which the user downloads the object library to be included in a personal optimization software. Concerning Chapters 2 and 3, the utilizer specifies cost and constraint functions by providing procedures compatible with Fortran 90. Chapter 3 does not require the specification of gradients, but only the functions themselves that are approximated by the software by quadratic meta-models.

- Participant: Jean-Antoine Désidéri
- Contact: Jean-Antoine Désidéri
- Publications: Revision of the Multiple-Gradient Descent Algorithm (MGDA) by Hierarchical Orthogonalization - Parametric optimization of pulsating jets in unsteady flow by Multiple-Gradient Descent Algorithm (MGDA) - A quasi-Riemannian approach to constrained optimization - Platform for prioritized multi-objective optimization by metamodel-assisted Nash games - Direct and adaptive approaches to multi-objective optimization
- URL: http://mgda.inria.fr

5.2. Igloo

Iso-Geometric anaLysis using discOntinuOus galerkin methods

KEYWORDS: Numerical simulations - Isogeometric analysis

SCIENTIFIC DESCRIPTION: Igloo contains numerical methods to solve partial differential equations of hyperbolic type, or convection-dominant type, using an isogeometric formulation (NURBS bases) with a discontinuous Galerkin method.

FUNCTIONAL DESCRIPTION: Igloo is composed of a set of C++ libraries and applications, which allow to simulate time-dependent physical phenomena using natively CAD-based geometry descriptions.

- Author: Régis Duvigneau
- Contact: Régis Duvigneau

5.3. BuildingSmart

BuildingSmart interactive visualization

KEYWORDS: Physical simulation - 3D rendering - 3D interaction

SCIENTIFIC DESCRIPTION: The aim of the BuildingSmart project is to develop a software environment for the simulation and interactive visualisation for the design of buildings (structural safety, thermal confort).

FUNCTIONAL DESCRIPTION: The main task of the project is to study and develop solutions dedicated to interactive visualisation of building performances (heat, structural) in relation to the Building Information Modeling BIM framework, using Occulus Rift immersion.

NEWS OF THE YEAR: Demo movies are available from Youtube (see web site)

- Participants: Régis Duvigneau, Jean-Luc Szpyrka, David Rey, Clement Welsch and Abderrahmane Habbal
- Contact: Abderrahmane Habbal
- URL: http://youtu.be/MW_gIF8hUdk

AROMATH Project-Team (section vide)

ATHENA Project-Team

6. New Software and Platforms

6.1. Dmipy

Diffusion MRI Multi-Compartment Modeling and Microstructure Recovery Made Easy

KEYWORDS: Diffusion MRI - Multi-Compartment Modeling - Microstructure Recovery

FUNCTIONAL DESCRIPTION: Non-invasive estimation of brain microstructure features using diffusion MRI (dMRI) – known as Microstructure Imaging – has become an increasingly diverse and complicated field over the last decades. Multi-compartment (MC)-models, representing the measured diffusion signal as a linear combination of signal models of distinct tissue types, have been developed in many forms to estimate these features. However, a generalized implementation of MC-modeling as a whole, providing deeper insights in its capabilities, remains missing. To address this fact, we present Diffusion Microstructure Imaging in Python (Dmipy), an open-source toolbox implementing PGSE-based MC-modeling in its most general form. Dmipy allows on-the-fly implementation, signal modeling, and optimization of any user-defined MC-model, for any PGSE acquisition scheme. Dmipy follows a "building block"-based philosophy to Microstructure Imaging, meaning MC-models are modularly constructed to include any number and type of tissue models, allowing simultaneous representation of a tissue's diffusivity, orientation, volume fractions, axon orientation dispersion, and axon diameter distribution. In particular, Dmipy is geared toward facilitating reproducible, reliable MC-modeling pipelines, often allowing the whole process from model construction to parameter map recovery in fewer than 10 lines of code. To demonstrate Dmipy's ease of use and potential, we implement a wide range of well-known MC-models, including IVIM, AxCaliber, NODDI(x), Bingham-NODDI, the spherical mean-based SMT and MC-MDI, and spherical convolution-based single- and multi-tissue CSD. By allowing parameter cascading between MC-models, Dmipy also facilitates implementation of advanced approaches like CSD with voxel-varying kernels and single-shell 3-tissue CSD. By providing a well-tested, user-friendly toolbox that simplifies the interaction with the otherwise complicated field of dMRI-based Microstructure Imaging, Dmipy contributes to more reproducible, high-quality research.

- Authors: Rutger Fick, Demian Wassermann and Rachid Deriche
- Contact: Rachid Deriche

6.2. High Performance Diffusion MRI

KEYWORDS: Health - Neuroimaging - Medical imaging

FUNCTIONAL DESCRIPTION: This library has been developed and transferred to the Cie Olea Medical currently in charge of its validation and inclusion in its Olea Sphere platform. We have been closely involved in pushing the frontiers of the diffusion MRI (dMRI) in the recent years, especially in the mathematical modelling and processing of the dMRI signal and have developed state-of-the-art software implementations in the form of a C++ library that can be effectively used to infer the complex microstructure of the cerebral white matter. The algorithms and software transfered to Olea Medical fall into four categories : (i) local tissue modelling, which includes both popular 2nd order models and advanced higher than 2nd order models such as DTI, higher order Cartesian tensors (HOTs), ODF, FOD, EAP, maxima extraction, regularization and segmentation, (ii) generation of scalar indices (or biomarkers), which include DTI biomarkers, Diffusion Kurtosis Imaging (DKI) and invariants of 4th order tensors, (iii) global structure estimation, which includes deterministic and probabilistic tractography, and (iv) data visualisation for scalar indices, local models and global structures.

- Participants: Aurobrata Ghosh, Rachid Deriche and Théodore Papadopoulo
- Partner: Olea Medical
- Contact: Rachid Deriche

6.3. OpenMEEG

KEYWORDS: Health - Neuroimaging - Medical imaging

SCIENTIFIC DESCRIPTION: OpenMEEG provides a symmetric boundary element method (BEM) implementation for solving the forward problem of electromagnetic propagation over heterogeneous media made of several domains of homogeneous and isotropic conductivities. OpenMEEG works for the quasistatic regime (frequencies < 100Hz and medium diameter < 1m).

FUNCTIONAL DESCRIPTION: OpenMEEG provides state-of-the art tools for modelling bio-electromagnetic propagation in the quasi-static regime. It is based on the symmetric BEM for the EEG/MEG forward problem, with a distributed source model. OpenMEEG has also been used to model the forward problem of ECoG, for modelling nerves or the cochlea. OpenMEEG is a free, open software written in C++ with python bindings. OpenMEEG is used through a command line interface, but is also interfaced in graphical interfaces such as BrainStorm, FieldTrip or SPM.

RELEASE FUNCTIONAL DESCRIPTION: OpenMEEG has had a large update including notably the parallelisation of some operators and bug corrections. The new version allows in addition the use of non-nested domains.

NEWS OF THE YEAR: OpenMEEG has had a large update including notably the parallelisation of some operators and bug corrections. The new version allows in addition the use of non-nested domains. These improvements have been ditributed with the two new releases (2.4.0 and 2.4.1) made in 2018.

- Participants: Alexandre Gramfort, Emmanuel Olivi, Geoffray Adde, Jan Kybic, Kai Dang, Maureen Clerc, Perrine Landreau, Renaud Keriven and Théodore Papadopoulo
- Contact: Théodore Papadopoulo
- Publications: inria-00467061v2 - inria-00584205v1 - hal-01278377v1
- URL: http://openmeeg.github.io/

6.4. OpenVIBE

KEYWORDS: Neurosciences - Interaction - Virtual reality - Health - Real time - Neurofeedback - Brain-Computer Interface - EEG - 3D interaction

FUNCTIONAL DESCRIPTION: OpenViBE is a free and open-source software platform devoted to the design, test and use of Brain-Computer Interfaces (BCI). The platform consists of a set of software modules that can be integrated easily and efficiently to design BCI applications. The key features of OpenViBE software are its modularity, its high-performance, its portability, its multiple-users facilities and its connection with high-end/VR displays. The designer of the platform enables to build complete scenarios based on existing software modules using a dedicated graphical language and a simple Graphical User Interface (GUI). This software is available on the Inria Forge under the terms of the AGPL licence, and it was officially released in June 2009. Since then, the OpenViBE software has already been downloaded more than 60000 times, and it is used by numerous laboratories, projects, or individuals worldwide. More information, downloads, tutorials, videos, documentations are available on the OpenViBE website.

- Participants: Cedric Riou, Thierry Gaugry, Anatole Lécuyer, Fabien Lotte, Jussi Tapio Lindgren, Laurent Bougrain, Maureen Clerc and Théodore Papadopoulo
- Partners: INSERM - GIPSA-Lab
- Contact: Anatole Lécuyer
- URL: http://openvibe.inria.fr

6.5. BCI-VIZAPP

BCI visual applications

KEYWORDS: Health - Brain-Computer Interface - GUI (Graphical User Interface)

SCIENTIFIC DESCRIPTION: Bci-Vizapp is a library that allows (in interaction with OpenViBE) to build BCI (Brain Computer Interfaces) applications based on the P300 speller principle. Bci-Vizapp provides a library that allows you to create the BCI's stimulation part as part of the Qt toolkit. Being able to use a standard toolkit to make BCI applications is a strong Bci-Vizapp originality. Indeed, in general the use of such toolkits is prohibited by the need for a very precise control of the display timings, which generally eliminates high-level graphic toolkits such as Qt.

FUNCTIONAL DESCRIPTION: BCI-VIZAPP includes a virtual keyboard for typing text, a photodiode monitoring application for checking timing issues. It communicates with the OpenViBE acquisition server for signal acquisition and with the OpenViBE designer for signal processing. The configuration is performed through a wizard.

This software is a new version following the CoAdapt P300 stimulator software.

NEWS OF THE YEAR: Bci-Vizapp is undergoing a profound transmutation with the help of CRISAM's SED in ADT BciBrowser (part of the AMDT). This change aims at integrating the functionality of Bci-Vizapp in third-party applications such as a web browsers.

- Participants: Nathanaël Foy, Romain Lacroix, Maureen Clerc and Théodore Papadopoulo
- Contact: Théodore Papadopoulo

BIOCORE Project-Team

6. New Software and Platforms

6.1. In@lgae

Numerical simulator of microalgae based processes

KEYWORDS: Simulation - Microalgae system - Productivity

FUNCTIONAL DESCRIPTION: In@lgae simulates the productivity of a microalgae production system, taking into account both the process type and its location and time of the year. The process is mainly defined by its thermal dynamics and by its associated hydrodynamics. For a given microalgal strain, a set of biological parameters describe the response to nitrogen limitation, temperature and light. As a result, the biomass production, CO_2 and nitrogen fluxes, lipid and sugar accumulation are predicted.

RELEASE FUNCTIONAL DESCRIPTION: The In@lgae platform has been optimised to make it faster. Some of the key models have been rewritten in C++ to allow a faster computation. Models have been improved to include, in the growth rate computation, the composition of the light spectrum. The graphical user interface has been enhanced and several sets of parameters describing different microalgal species have been stored.

- Participants: Étienne Delclaux, Francis Mairet, Olivier Bernard and Quentin Béchet
- Contact: Olivier Bernard

6.2. Odin

Platform for advanced monitoring, control and optimisation of bioprocesses

KEYWORDS: Bioinformatics - Biotechnology - Monitoring - Automatic control

SCIENTIFIC DESCRIPTION: This C++ application enables researchers and industrials to easily develop and deploy advanced control algorithms through the use of a Scilab interpreter. It also contains a Scilab-based process simulator which can be harnessed for experimentation and training purposes. ODIN is primarily developed in the C++ programming language and uses CORBA to define component interfaces and provide component isolation. ODIN is a distributed platform, enabling remote monitoring of the controlled processes as well as remote data acquisition.It is very modular in order to adapt to any plant and to run most of the algorithms, and it can handle the high level of uncertainties that characterises the biological processes through explicit management of confidence indexes.

FUNCTIONAL DESCRIPTION: ODIN is a software framework for bioprocess control and supervision. ODIN is a distributed platform, where algorithms are described with a common structure easy to implement. Finally, ODIN can perform remote data acquisition and process these data to compute the signals to be applied to the actuators, together with estimates of state variables or process state. ODIN can handle the high level of uncertainties that characterises the biological processes through explicit management of confidence indexes.

- Participants: Fabien Dilet, Florian Guenn, Francesco Novellis, Mathieu Lacage, Melaine Gautier, Olivier Bernard, Olivier Calabro, Romain Primet and Serigne Sow
- Contact: Olivier Bernard
- URL: https://team.inria.fr/biocore/software/odin/

BIOVISION Project-Team

6. New Software and Platforms

6.1. Virtual Retina

A biological retina model with contrast gain control for large scale simulations

KEYWORDS: Neurosciences - Simulation - Biology - Health

SCIENTIFIC DESCRIPTION: Virtual Retina has a variety of biological features implemented such as (i) spatio-temporal linear filter implementing the basic center/surround organization of retinal filtering, (ii) non-linear contrast gain control mechanism providing instantaneous adaptation to the local level of contrast, (iii) spike generation by one or several layers of ganglion cells paving the visual field.

FUNCTIONAL DESCRIPTION: Virtual Retina is a simulation software that allows large-scale simulations of biologically-plausible retinas.

- Participants: Adrien Wohrer, Pierre Kornprobst, Bruno Cessac, Maria-Jose Escobar and Thierry Viéville
- Contact: Pierre Kornprobst
- Publication: Virtual Retina: A biological retina model and simulator, with contrast gain control
- URL: https://team.inria.fr/biovision/virtualretina/

6.2. PRANAS

Platform for Retinal ANalysis And Simulation

KEYWORDS: Retina - Neural Code - Data management - Statistics - Modeling - Vision

SCIENTIFIC DESCRIPTION: PRANAS was designed as a user-friendly tool dedicated to the neuroscientist community in a large sense, i.e., not only experienced computational neuroscientists. It has two main goals : (i) to analyze retina data, especially spatio-temporal correlations, at single cell but also population levels, (ii) to simulate the spike response of the retina to a visual flow with a customizable retina simulator which evolves in synergy with experimental data analysis. In general, PRANAS allows us to explore several aspects of retinal image processing such as understanding how to reproduce accurately the statistics of the spiking activity at the population level, or reconciling connectomics and simple computational rules for visual motion detection. This makes this tool a unique platform to better understand how the retina works.

FUNCTIONAL DESCRIPTION: The retina encodes a visual scene by trains of action potentials sent to the brain via the optic nerve. PRANAS brings to neuroscientists and modelers tools to better understand this coding. It integrates a retina simulator allowing large scale simulations while keeping a strong biological plausibility and a toolbox for the analysis of spike trains population statistics. The statistical method (entropy maximization under constraints) takes into account both spatial and temporal correlations as constraints, allowing to analyze the effects of memory on statistics. PRANAS also integrates a tool computing and representing in 3D (time-space) receptive fields. All these tools are accessible through a friendly graphical user interface. The most CPU-costly of them has been implemented to run in parallel. The actual version simulates healty retinas but the long term goal is to study retinas with a pathology (DMLA, Retinitis Pigmentosa, Glaucoma).

- Authors: Bruno Cessac, Pierre Kornprobst, Sélim Kraria, Hassan Nasser, Daniela Pamplona, Geoffrey Portelli and Adrien Wohrer
- Contact: Bruno Cessac
- Publication: PRANAS: A New Platform for Retinal Analysis and Simulation
- URL: https://team.inria.fr/biovision/pranas-software/

6.3. Platforms

6.3.1. Macular

Macular https://team.inria.fr/biovision/macular-software/ is a platform for the numerical simulation of the retina and primary visual cortex. It aims to reproduce the response of the retina to visual or electrical stimulation – produced by retinal prostheses – under normal or pathological conditions. The objective is to develop a tool that can be used by neuroscience researchers to reproduce experimental results, but also to guide their experiments through hypotheses that can be tested in the simulator. This can save a considerable amount of experimental resources. Macular is based on the central idea that its use and its graphic interface can evolve according to the objective of the user. It can be used in several cases, such as the simulation of retinal waves, the simulation of retinal and cortical responses to electrosurgical stimulation, the study of the contribution of specific classes of retinal cells in the encoding of visual scenes. Macular's modular architecture makes it flexible and makes it easy to implement new features. It also includes a scripting option, which offers the user the ability to decode his own model, with a given set of equations, variables and parameters, without having to program a code. Finally, thanks to a highly parallelizable architecture, Macular makes it possible to simulate a large number of cells of different classes (see Fig. 1).

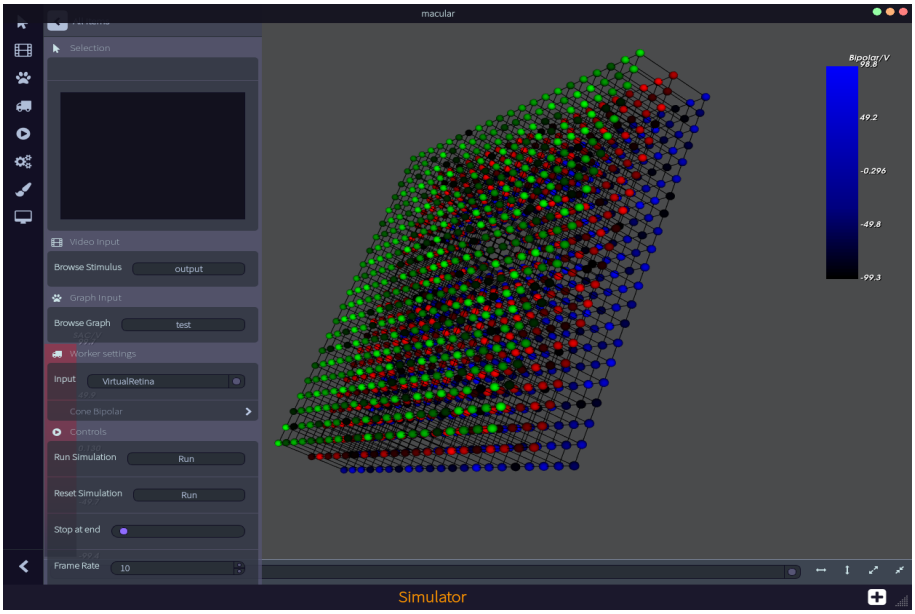

Figure 1. The Macular software. Here we see a three dimensional view of three retinal cells layers.

CAMIN Project-Team

5. New Software and Platforms

5.1. RT_Stim

Real-Time simulation for functional electrical Stimulation

KEYWORDS: Real time - Biomechanics - Control - Co-simulation

FUNCTIONAL DESCRIPTION: Hybrid simulation architecture gathering in a single framework and consistent time scales both the numerical integration of the continuous model of a bio-mechanical system (bones, joints and muscles) and a model of the hardware and software control architecture, including control tasks, communication protocols and real-time schedulers. Simulation run in real-time when possible, and otherwise consistent time scales are generated. The framework is intended to seamlessly evolve from purely software models to hardware-in-the-loop simulation.

- Authors: Daniel Simon and Samy Lafnoune
- Contact: Daniel Simon
- URL: https://gforge.inria.fr/projects/rtstim/trunk

5.2. Platforms

5.2.1. Platform : IMUSEF Modular embedded architecture for real time control of a FES system

Participants: Christine Azevedo Coste, Benoît Sijobert, Ronan Le Guillou, Martin Schmoll.

We have been working on the development of a new hardware and software architecture embedding a network of sensors and an electrical stimulator interfaced to a controller. The controller intends to be worn by the experiment participants.
A mini low-cost single board computer (Raspberry Pi3) was embedded in a 3D-printed case strapped around the waist of the subject. Using wireless inertial sensors connected as a WBAN, the sink node gets data from all the IMUs, therefore highly decreasing data flow when multiple IMUs are transmitting inside the network. To get rid of this limitation and guarantee an overall 100 Hz sampling rate no matter the number of IMUs, the wireless inertial sensors can be replaced by wired ones, low-cost with a high speed ARM Cortex-M0 based processor and a Kalman Filter directly providing quaternion estimation at 100 Hz for each IMU. The use of a multiplexer connected through an I2C interface (Inter Integrated Circuit) enabled to keep a 100 Hz rate using 4 IMUs.
The autonomous FES controller is able to acquire and process data, execute control algorithms and send the appropriate command to the stimulator. For safety reasons, in order to access to the FES controller and to enable a remote access to the stimulation from a computer, an ad-hoc Wi-Fi network is automatically provided by the Raspberry on start-up. The ad-hoc network enables to be independent from a network infrastructure where the connection is not always possible (e.g. Wi-Fi network from the hospital).

This scalable architecture (fig. 3), developed as a modular system, allowed us to implement new commands laws for Real Time closed loop control as well as giving us the possibility to use various types of sensors and stimulators to meet the needs of specific applications. To achieve this and in order for the FES architecture to directly control different electrical stimulators, Application Programming Interfaces (APIs) were developed for 3 main commercial stimulators in the team. They each corresponds to a specific need and use case. The Vivaltis Phoenix Stimulator allows for low-weight embedding, wireless network control, but only 2 stimulation channels are available at the moment, while being scalable, it is mainly used for experiments on gait. The BerkelBike Stimulator v2.0 presents a cumbersome but extended control compromise with 8 independent stimulation channels, which is an ideal solution for FES-assisted cycling. And finally the Hasomed Rehastim v1.0 allowing fine control but isn't battery powered in its commercial version, used mainly for upper limb experiments.

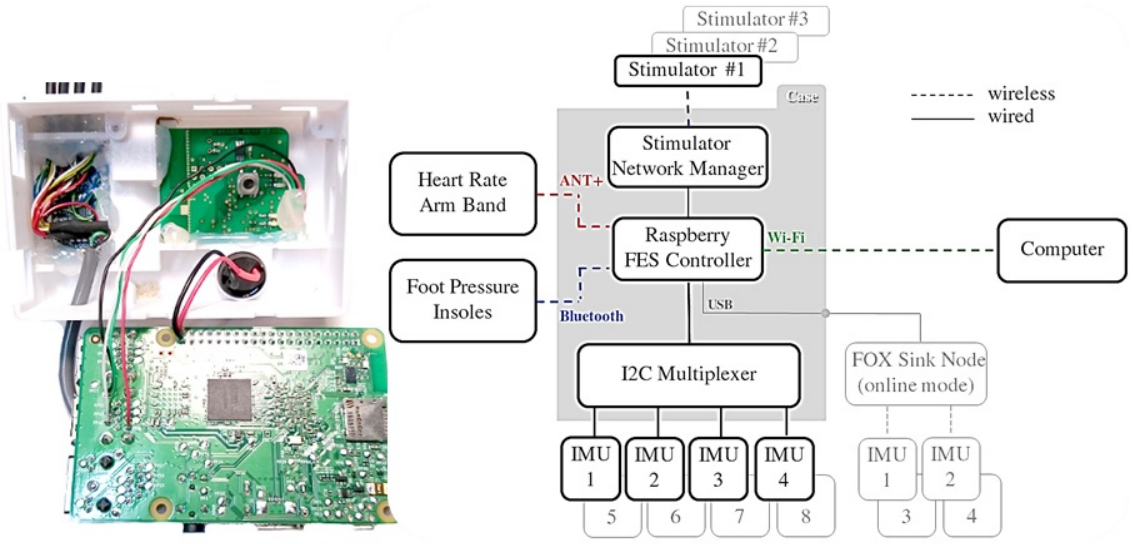

Figure 3. Experimental protocols have led to the development of a scalable hardware architecture decentralized on the subject.

This new architecture is currently used in clinical experiments and will continue to evolve with a goal of being easy to use, even by untrained clinicians (i.e. FES assisted cycling §6.8).

The software APP of this platform can be found at https://bil.inria.fr/fr/software/view/3520/tab as the *IMUSEF Project* with the Bil Id: Software_3520.

5.2.2. Platform : FESCYCLING FES-cycling platforms

Participants: Christine Azevedo Coste, Ronan Le Guillou, Martin Schmoll.

The embedded FES controller (IMUSEF) was reshaped for cycling application to improve modularity, performances and stability, using fully the capabilities of the Raspberry Pi 3B platform. These modifications now allow easier implementation, integration and usage of new control algorithms that could, in the future, be used for various end applications and contexts. Furthermore a Graphical User Interface (GUI) communicating with the embedded platform was developed, allowing on-the-fly modification of various parameters as well as safe control and monitoring of the running algorithms. An add-on relay box module allowing mechanical switching of the stimulating channels for more precise On/Off stimulation synchronization as well as more control and safety measures was also created. The two commercially available recumbent tricycles that we adapted for Spinal Cord Injured FES Cycling can be seen in Figure 4 .

5.2.3. Platform : MEDITAPARK Wearable Tremor monitoring system based on acceleration monitoring

Participants: Christine Azevedo Coste, Ronan Le Guillou, Marion Holvoet.

As part of a preliminary study on the effects of Mindfulness meditation on participants with Parkinson's Disease (PD) (§3), an application was developed to monitor at home tremor occurrence using a smartwatch Samsung Gear S3 and its newer model, the Samsung Galaxy Watch (Fig:5 a). A Python program has been developed to process and format data and present characteristics of the tremor under a user friendly and comprehensible format for clinicians. The goal of this system being to identify Parkinson's tremors

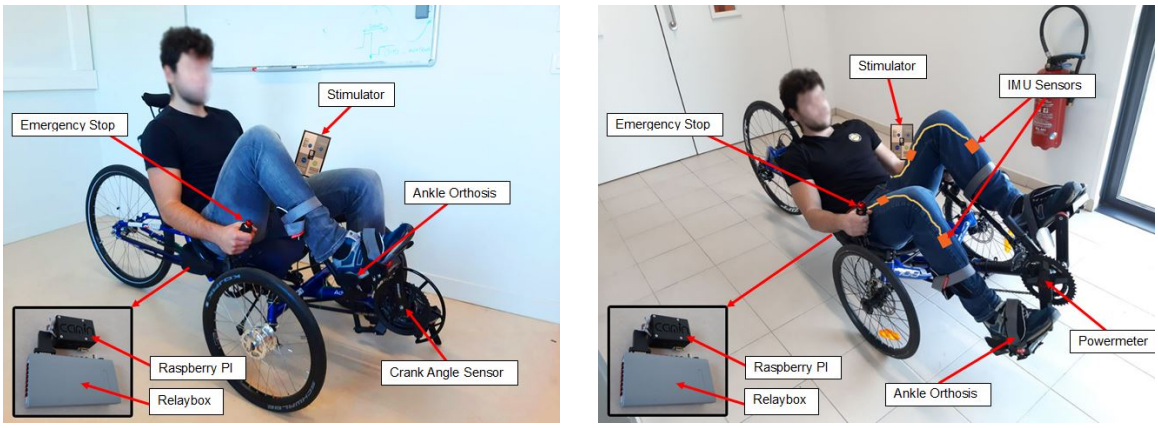

Figure 4. FES Cycling platforms developed in the CAMIN team. a) ICE Trike Adventure 26 setup adapted for Spinal Cord Injured FES Cycling b) CAT Trike 700 setup adapted for Spinal Cord Injured FES Cycling

characteristics qualitatively and quantitatively to highlight global tendencies and help objectively determine effectiveness of diverse treatments against PD tremors. This system was tested on long duration acquisitions (2 and 4 days) with 2 volunteers subject to PD tremors of moderate and high severity and proved to be able to highlight tremor tendencies and characteristics in real conditions. These acquisitions were done in order to experimentally validate the inner-workings of the developed system in real conditions and its capacity to detect PD tremors of moderate and high severity as well as to refine the classification and processing of the data. An example of 4 days acquisition is presented in Figure 5 b.

The created system allows qualification of tremors in punctual clinical check-ups in the Hospital as well as quantitative formatting of daily tendencies. This system should then allow to highlight the evolution of Parkinson's tremors characteristics throughout the MBSR (Mind-fullness Based Stress Reduction) meditation program which is yet to be undertaken. A protocol is still waiting for validation from the CPP to begin inclusions and conduct the MBSR meditation program, monitored with the developed system.

The software APP of this platform can be found at https://bil.inria.fr/fr/software/view/3565/tab as the *PARa-Keet Project* with the Bil Id: Software_3565.

5.2.4. Platform : AGILIS-EX software

Participants: Arthur Hiairrassary, Christine Azevedo Coste, David Guiraud.

The AGILIS-EX software was specially developed as part of the AGILIS project for exploratory clinical trials governed by the ID RCB research protocol: 2019-A02037-50. It allows the configuration and triggering of the stimulation generated by the STIMEP (neural stimulator) or the VIVALTIS (external stimulator) (Fig.6). The stimulation parameters are automatically selected according to predefined configurations (frequency, current and pulse-width) in order to obtain the functional movements of the hand desired by the subject (Fig.7). To detect and interpret patient voluntary movement or contraction to infer the activation or deactivation of the pre-programmed stimulation, it uses measurements from the DELSYS acquisition system (EMG, FSR, trigger).

This medical grade software is compliant with the IEC 62304 (class B).

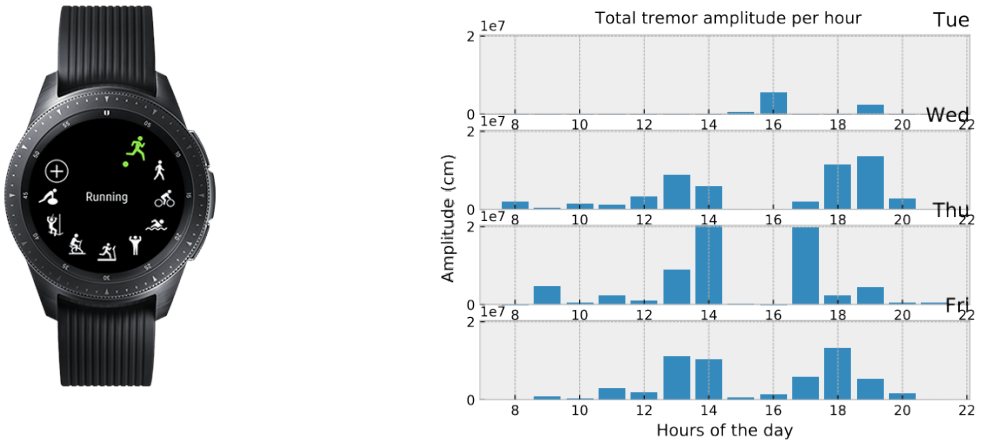

Figure 5. Meditapark figures. a) Smart watch used as the embedded platform for this monitoring application : Samsung Galaxy Watch b) Showcase of experimental data acquired in ecological conditions over 3.5 days presenting a quantitative and objective evaluation of the Parkinson's tremors under a daily format condensed hourly.

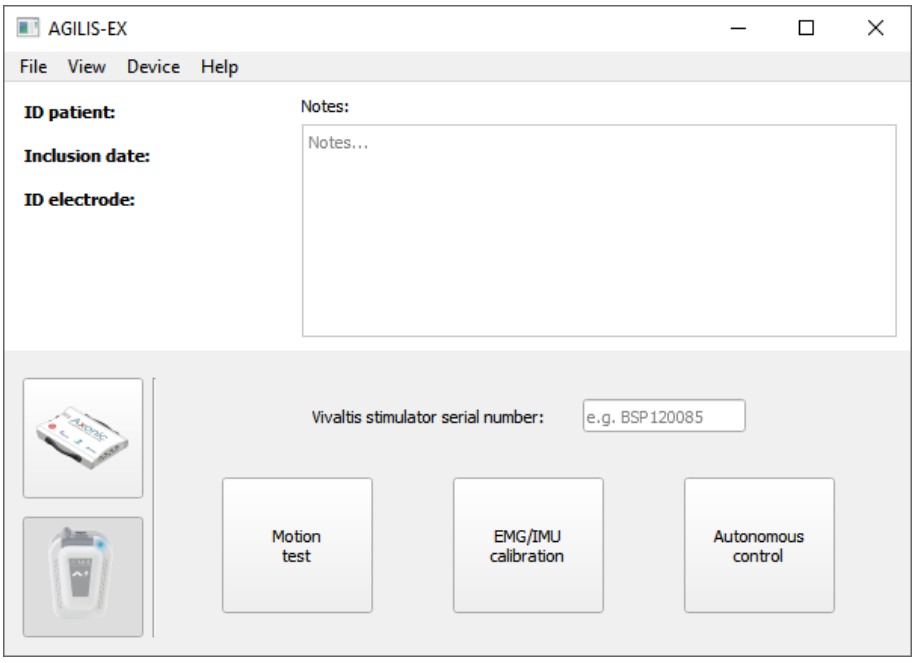

Figure 6. Main window of the AGILIS-EX software.

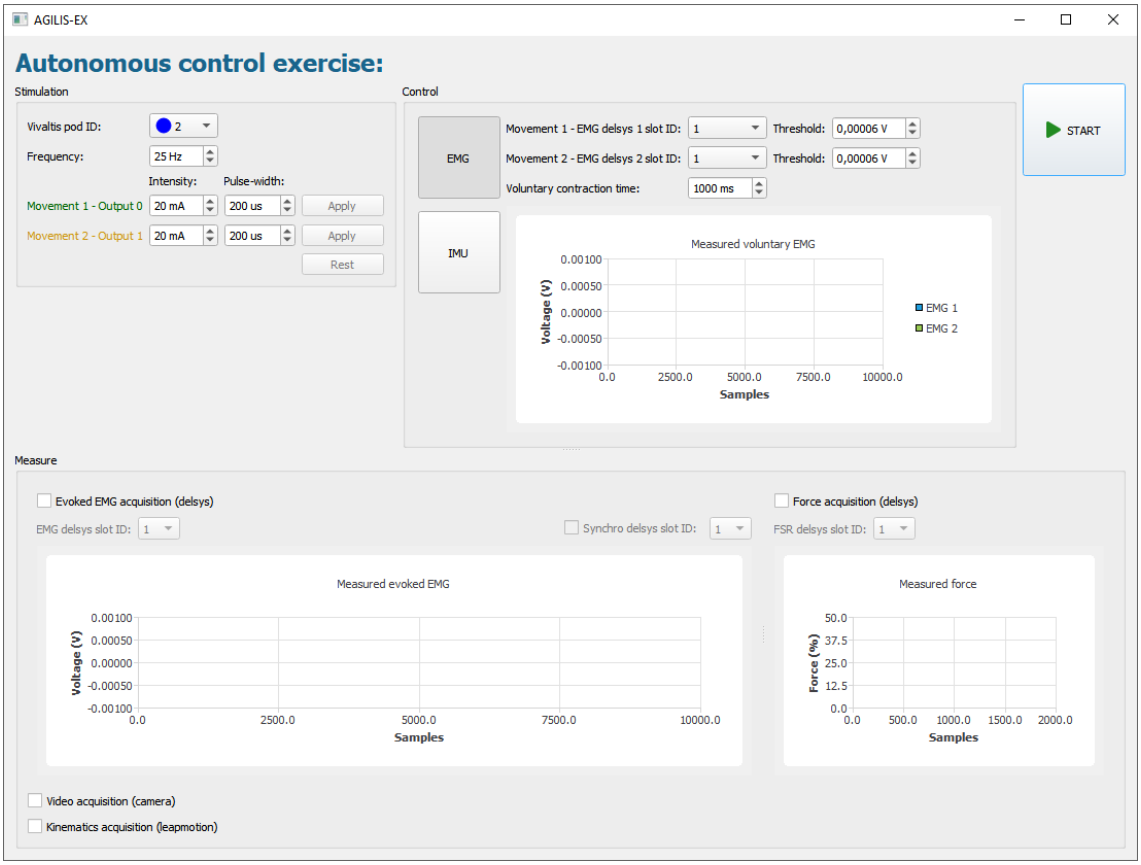

Figure 7. Autonomous control exercise window used for external stimulation

CASTOR Project-Team (section vide)

CHORALE Team

5. New Software and Platforms

5.1. Perception360

Perception360 is an integration software platform for all perception developments in the Inria CHORALE team. All functions have been coded in a modular and scalable ROS environment by including a generic model to take into account the different sensors (monocular perspective vision (RGB), vision stereo perspective (RGB-D), spherical vision (RGB and RGB-D).

The main application concerns representation of the environment (multi-layers topological and spherical representation of the environment), Localization, SLAM and Navigation.

Features

Robot vision (Perspective and Omnidirectional RGB-D sensors)

3D mapping

- Image acquisition
- Registration
- Sensor Calibration
- Visual odometry
- Localization
- Keyframe based mapping

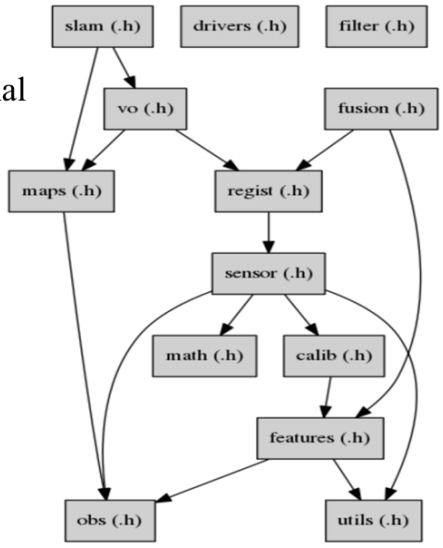

Figure 1. PERCEPTION360

5.2. ICAV

ICAV is an Intelligent and Connected Autonomous Vehicle. It is composed of a Renault ZOE robotized by Ecole Centrale of Nantes (by the team setup by Philippe Martinet in LS2N/ARMEN).

The robotization allows to have access to the control of:

- Steering angle (or steering torque)
- Braking torque
- Acceleration
- Gear box
- Blinking light

Figure 2. ICAV plateform and its web interface

In its original version, it is composed of embedded sensors:

- Car odometry and velocity
- Low cost GPS (Ublox 6)
- Low cost IMU
- Lidar VLP16 from Velodyne
- Two front cameras in the bumper
- One rear camera in the bumper

and one embedded computer, with a web interface connected to a simple tablet. All the equipments are connected to the existing comfort battery. This equipment has been funded by UCA (Digital Reference Centre) and delivered late 2018.
In addition, in the framework of a collaboration between CHORALE and LS2N/ARMEN one global application of Mapping/Localization/Navigation/Parking is installed in the vehicle. This application is using LIDAR VLP16 based mapping algorithm developed in Nantes including the last two years collaboration work between CHORALE and ARMEN. In January 2019, we have done the map of the Inria Sophia Antipolis Center, and other places of Sophia Antipolis. On all places, it is possible to localize the vehicle, register a path and then proceed to autonomous navigation (if we obtain the authorization to make it). Fast prototyping tools environment called ICARS is available for both simulation and development purposes.
In december 2019, we have evaluated the navigation algorithm on the new experimental site made available by CASA.

Figure 3. CASA experimental site in Sophia Antipolis

In the near future, in the framework of the project SPHERE we will integrate a novel 360 degree camera system with the Perception360 platform and embed this system in ICAV. A global 360 degree navigation system will be developed.

5.3. DRONIX

In 2019, we have defined and installed a capture motion system composed of 6 cameras coming from the QUALISYS company. This system allows to track and localize a multi robot system.

Figure 4. DRONIX plateform

In our applications, we will consider the use of UAVs and possibly the collaboration between UAVs and AGV. The DRONIX platform will be used for real time navigation, and as a ground truth system. The system has a central computer and each robots will have possible access to the global information by wifi.

COATI Project-Team

6. New Software and Platforms

6.1. GRPH

The high performance graph library for Java

KEYWORDS: Graph - Graph algorithmics - Java

FUNCTIONAL DESCRIPTION: Grph is an open-source Java library for the manipulation of graphs. Its design objectives are to make it portable, simple to use/extend, computationally/memory efficient, and, according to its initial motivation: useful in the context of graph experimentation and network simulation. Grph also has the particularity to come with tools like an evolutionary computation engine, a bridge to linear programming solvers, a framework for distributed computing, etc.

Grph offers a very general model of graphs. Unlike other graph libraries which impose the user to first decide if he wants to deal with directed, undirected, hyper (or not) graphs, the model offered by Grph is unified in a general class that supports mixed graphs made of undirected and directed simple and hyper edges. Grph achieves great efficiency through the use of multiple code optimization techniques such as multi-core parallelism, caching, adequate data structures, use of primitive objects, exploitation of low-level processor caches, on-the-fly compilation of specific C/C++ code, etc. Grph attempts to access the Internet in order to check if a new version is available and to report who is using it (login name and hostname). This has no impact whatsoever on performance and security.

- Participants: Aurélien Lancin, David Coudert, Issam Tahiri, Luc Hogie and Nathann Cohen
- Contact: Luc Hogie
- URL: http://www.i3s.unice.fr/~hogie/grph/

6.2. BigGraphs

KEYWORDS: Graph algorithmics - Distributed computing - Java - Graph processing

FUNCTIONAL DESCRIPTION: The objective of BigGraphs is to provide a distributed platform for very large graphs processing. A typical data set for testing purpose is a sample of the Twitter graph : 240GB on disk, 398M vertices, 23G edges, average degree of 58 and max degree of 24635412.

We started the project in 2014 with the evaluation of existing middlewares (GraphX / Spark and Giraph / Hadoop). After having tested some useful algorithms (written according to the Bulk Synchronous Parallel (BSP) model) we decided to develop our own platform.

This platform is based on the existing BIGGRPH library and we are now working on improving the quality of the code. In particular we have designed strong test suites and some non trivial bugs have been fixed. We also have solved problems of scalability, in particular concerning the communication layer with billions of messages exchanged between BSP steps. We also have implemented specific data structures for BSP and support for distributed debugging. This comes along with the implementation of algorithms such as BFS or strongly connected components that are run on the NEF cluster.

In 2017 we have developed a multi-threaded shared-memory parallel version of the BSP framework. This new version uses advanced synchronization mechanisms and strategies to minimize the congestion of multiple threads working on the same graph. Using the NEF cluster (Inria Sophia Antipolis), this parallel version exhibits speed-ups up to 6.5 using 8 nodes (16 cores each) when computing a BFS on the 23 G edges Twitter graph sample.

- Participants: Luc Hogie, Michel Syska and Nicolas Chleq
- Partner: CNRS
- Contact: Luc Hogie
- URL: http://www.i3s.unice.fr/~hogie/software/?name=biggrph

6.3. JMaxGraph

KEYWORDS: Java - HPC - Graph algorithmics

FUNCTIONAL DESCRIPTION: JMaxGraph is a collection of techniques for the computation of large graphs on one single computer. The motivation for such a centralized computing platform originates in the constantly increasing efficiency of computers which now come with hundred gigabytes of RAM, tens of cores and fast drives. JMaxGraph implements a compact adjacency-table for the representation of the graph in memory. This data structure is designed to 1) be fed page by page, à-la GraphChi, 2) enable fast iteration, avoiding memory jumps as much as possible in order to benefit from hardware caches, 3) be tackled in parallel by multiple-threads. Also, JMaxGraph comes with a flexible and resilient batch-oriented middleware, which is suited to executing long computations on shared clusters. The first use-case of JMaxGraph allowed F. Giroire, T. Trolliet and S. Pérennes to count K2,2s, and various types of directed triangles in the Twitter graph of users (23G arcs, 400M vertices). The computation campaign took 4 days, using up to 400 cores in the NEF Inria cluster.

- Contact: Luc Hogie
- URL: http://www.i3s.unice.fr/~hogie/software/?name=jmaxgraph

6.4. Sagemath

SageMath

KEYWORDS: Graph algorithmics - Graph - Combinatorics - Probability - Matroids - Geometry - Numerical optimization

SCIENTIFIC DESCRIPTION: SageMath is a free open-source mathematics software system. It builds on top of many existing open-source packages: NumPy, SciPy, matplotlib, Sympy, Maxima, GAP, FLINT, R and many more. Access their combined power through a common, Python-based language or directly via interfaces or wrappers.

FUNCTIONAL DESCRIPTION: SageMath is an open-source mathematics software initially created by William Stein (Professor of mathematics at Washington University). We contribute the addition of new graph algorithms along with their documentations and the improvement of underlying data structures.

RELEASE FUNCTIONAL DESCRIPTION: See http://www.sagemath.org/changelogs/

NEWS OF THE YEAR: 1) Improvement of shortest path computation algorithms. Done in the context of Google Summer of Code 2019. 2) Main contributor for making the graph module (more than 100,000 lines of code) of SageMath compatible with Python3. Version 9.0 of Sagemath, released on January 1st, 2020, is 100% Python3 compliant.

- Participant: David Coudert
- Contact: David Coudert
- URL: http://www.sagemath.org/

COFFEE Project-Team

5. New Software and Platforms

5.1. AP_PartFlow

FUNCTIONAL DESCRIPTION: We are developing experimental codes, mainly based on Finite Differences, for the simulation of particulate flows. A particular attention is paid to guaranty the asymptotic properties of the scheme, with respect to relaxation parameters.

- Contact: Thierry Goudon

5.2. Mka3d

KEYWORDS: Scientific computing - Elasticity - Elastodynamic equations

FUNCTIONAL DESCRIPTION: The Mka3d method simulates an elastic solid by discretizing the solid into rigid particles. An adequate choice of forces and torques between particles allows to recover the equations of elastodynamics.

- Partners: Ecole des Ponts ParisTech - CEA
- Contact: Laurent Monasse
- URL: http://cermics.enpc.fr/~monassel/Mka3D/

5.3. Compass

Computing Architecture to Speed up Simulation

KEYWORDS: Finite volume methods - Porous media - High performance computing

FUNCTIONAL DESCRIPTION: Compass is a parallel code initiated in 2012 and co-developed by LJAD-Inria Coffee and BRGM since 2015. It is devoted to the simulation of multiphase flows in porous media, it accounts for non isothermal and compositional flows and includes complex network of fractures or faults represented as interfaces of co-dimension one coupled to the surrounding matrix. The discretization is based on vertex and cell unknowns and is adapted to polyhedral meshes and heterogeneous media. The ComPASS code is co-developed since december 2016 by the partners of the ANR CHARMS project including BGRM, LJAD-Inria Coffee, Storengy, MdS and LJLL with the objective to develop a new generation simulator for geothermal systems focusing on fluids and accounting for complex fault networks and wells.

- Participants: Simon Lopez, Farid Smai, Michel Kern, Yacine Ould Rouis, Nabil Birgle, Laurence Beaude, Konstantin Brenner and Roland Masson
- Partners: Université de Nice Sophia Antipolis (UNS) - BRGM
- Contact: Roland Masson
- URL: http://www.anr-charms.org/page/compass-code

5.4. NS2DDV-M

2D Navier-Stokes equations with variable density

KEYWORDS: Partial differential equation - Finite volume methods - Finite element modelling

FUNCTIONAL DESCRIPTION: The NS2DDV Matlab toolbox is an open-source program written in Matlab for simulating 2D viscous, incompressible and inhomogeneous flows. The computation kernel of the code is based on Finite Elements - Finite Volumes hybrid methods applied on the 2D Navier-Stokes equations. It works on unstructured meshes and can include mesh refinements strategies. We develop and freely distribute a new version of the Matlab code NS2DDV-M (equipped with a graphic interface and an accurate documentation) to promote new collaborations in the domain, allow some easy comparisons with concurrent codes on the same benchmark cases, and compare alternative numerical solution methods.

- Partner: Laboratoire Paul Painlevé
- Contact: Caterina Calgaro
- URL: https://wikis.univ-lille1.fr/painleve/ns2ddv

5.5. SimBiof

KEYWORDS: Bioinformatics - Chemistry

FUNCTIONAL DESCRIPTION: We are developing numerical methods, currently by using Finite Differences approaches, for the simulation of biofilms growth. The underlying system of PDEs takes the form of multiphase flows equations with conservation constraints and vanishing phases. The numerical experiments have permitted to bring out the influence of physical parameters on the multidimensional growth dynamics.

- Contact: Thierry Goudon

5.6. CELIA3D

KEYWORDS: Fluid mechanics - Multi-physics simulation

FUNCTIONAL DESCRIPTION: The CELIA3D code simulates the coupling between a compressible fluid flow and a deformable structure. The fluid is handled by a Finite Volume method on a structured Cartesian grid. The solid is handled by a Discrete Element method (Mka3d scheme). The solid overlaps the fluid grid and the coupling is carried out with immersed boundaries (cut cells) in a conservative way.

- Partners: Ecole des Ponts ParisTech - CEA
- Contact: Laurent Monasse
- URL: http://cermics.enpc.fr/~monassel/CELIA3D/

DATASHAPE Project-Team

4. New Software and Platforms

4.1. GUDHI

Geometric Understanding in Higher Dimensions

KEYWORDS: Computational geometry - Topology

SCIENTIFIC DESCRIPTION: The current release of the GUDHI library includes: – Data structures to represent, construct and manipulate simplicial and cubical complexes. – Algorithms to compute simplicial complexes from point cloud data. – Algorithms to compute persistent homology and multi-field persistent homology. – Simplification methods via implicit representations.

FUNCTIONAL DESCRIPTION: The GUDHI open source library will provide the central data structures and algorithms that underly applications in geometry understanding in higher dimensions. It is intended to both help the development of new algorithmic solutions inside and outside the project, and to facilitate the transfer of results in applied fields.

NEWS OF THE YEAR: - Cover complex - Representation of persistence diagrams - Cech complex - weighted periodic 3d alpha-complex - sparse Rips complex - debian / docker / conda-forge packages

- Participants: Clément Maria, François Godi, David Salinas, Jean-Daniel Boissonnat, Marc Glisse, Mariette Yvinec, Pawel Dlotko, Siargey Kachanovich, Vincent Rouvreau, Mathieu Carrière and Bertrand Michel
- Contact: Jean-Daniel Boissonnat
- URL: https://gudhi.inria.fr/

4.2. CGAL module: interval arithmetics

KEYWORD: Arithmetic

FUNCTIONAL DESCRIPTION: This package of CGAL (Computational Geometry Algorithms Library http://www.cgal.org) provides an efficient number type for intervals of double and the corresponding arithmetic operations. It is used in the evaluation of geometric predicates for a first quick computation, which either provides the result with guarantees, or rarely answers that more precision is needed.

RELEASE FUNCTIONAL DESCRIPTION: Partial rewrite to take advantage of SIMD instructions on recent x86 processors.

- Contact: Marc Glisse
- URL: https://www.cgal.org/

4.3. CGAL module: interface to Boost.Multiprecision

KEYWORD: Arithmetic

FUNCTIONAL DESCRIPTION: This package of CGAL (Computational Geometry Algorithms Library http://www.cgal.org) makes it possible to use some number types from Boost.Multiprecision in CGAL.

- Author: Marc Glisse
- Contact: Marc Glisse
- URL: https://www.cgal.org/

4.4. Module CGAL: New dD Geometry Kernel

KEYWORD: Computational geometry

FUNCTIONAL DESCRIPTION: This package of CGAL (Computational Geometry Algorithms Library http://www.cgal.org) provides the basic geometric types (point, vector, etc) and operations (orientation test, etc) used by geometric algorithms in arbitrary dimension. It uses filters for efficient exact predicates.

RELEASE FUNCTIONAL DESCRIPTION: New kernel with lazy exact constructions.

- Author: Marc Glisse
- Contact: Marc Glisse
- URL: http://www.cgal.org/

DIANA Project-Team

5. New Software and Platforms

5.1. ACQUAmobile

KEYWORDS: Android - Internet access - Performance measure - Quality of Experience

FUNCTIONAL DESCRIPTION: ACQUA is an Application for prediCting QUality of Experience (QoE) at Internet Access [21]. It is developed by the Diana team at Inria Sophia Antipolis – Méditerranée and was supported by Inria under the ADT ACQUA grant. The scientific project around ACQUA is supported by Inria Project Lab BetterNet and the French National Project ANR BottleNet. The project also got the approval of Inria COERLE and French CNIL for the part on experimentation with real users. ACQUA presents a new way for the evaluation of the performance of Internet access. Starting from network-level measurements as the ones we often do today (bandwidth, delay, loss rates, jitter, etc), ACQUA targets the estimated Quality of Experience (QoE) related to the different applications of interest to the user without the need to run them (e.g., estimated Skype quality, estimated video streaming quality).

An application in ACQUA is a function, or a model, that links the network-level and device-level measurements to the expected Quality of Experience. Supervised machine learning techniques are used to establish such link between measurements both at the network level and the device level, and estimations of the Quality of Experience for different Internet applications. The required data for such learning can be obtained either by controlled experiments as we did in [26] on YouTube Quality of Experience, or by soliciting the crowd (i.e. crowdsourcing) for combinations (i.e. tuples) of measurements and corresponding application-level Quality of Experience. Our current work is concentrating on using the ACQUA principle in the estimation and prediction of the Quality of Experience for main user's applications. We refer to the web site of the project for further details.

The ACQUA Android application is supposed to be on one hand the reference application for QoE forecasting and troubleshooting for end users at their Internet access, and on the other hand, the feedback channel that allows end users to report to us (if they are willing) on their experience together with the corresponding network measurements so as to help us calibrating better and more realistic models. For this calibration, we are currently performing extensive, efficient and automatic measurements in the laboratory, we will count on end users to help us completing this dataset with further applications and more realistic network and user conditions.

ACQUA is mainly meant for end users, but it is also of interest to (mobile) network operators and to content providers to estimate the QoE of their customers and their networks without each time having to run expensive application-level traffic and to involve real users.

Assessment: Audience = 3, Software Originality = 4, Software Maturity = 3, Evolution and Maintenance = 3, Software Distribution and Licensing = 5.

- Authors: Thierry Spetebroot and Chadi Barakat
- Contact: Chadi Barakat
- URL: http://project.inria.fr/acqua/

5.2. ElectroSmart

KEYWORDS: Crowd-sourcing - UMTS - GSM - Bluetooth - Wi-Fi - 4G - 3G - 2G - Electromagnetic waves - Android - LTE

FUNCTIONAL DESCRIPTION: The Internet and new devices such as smartphones have fundamentally changed the way people communicate, but this technological revolution comes at the price of a higher exposition of the general population to microwave electromagnetic fields (EMF). This exposition is a concern for health agencies and epidemiologists who want to understand the impact of such an exposition on health, for the general public who wants a higher transparency on its exposition and the health hazard it might represent, but also for cellular operators and regulation authorities who want to improve the cellular coverage while limiting the exposition, and for computer scientists who want to better understand the network connectivity in order to optimize communication protocols. Despite the fundamental importance to understand the exposition of the general public to EMF, it is poorly understood because of the formidable difficulty to measure, model, and analyze this exposition.

The goal of the ElectroSmart project is to develop the instrument, methods, and models to compute the exposition of the general public to microwave electromagnetic fields used by wireless protocols and infrastructures such as Wi-Fi, Bluetooth, or cellular. Using a pluri-disciplinary approach combining crowd-based measurements, in-lab experiments, and modeling using sparse and noisy data, we address challenges such as designing and implementing a measuring instrument leveraging on crowd-based measurements from mobile devices such as smartphones, modeling the exposition of the general public to EMF to compute the most accurate estimation of the exposition, and analyzing the evolution of the exposition to EMF with time. This technological breakthrough will have scientific, technical, and societal applications, notably on public health politics, by providing the scientific community and potential users with a unique measuring instrument, methods, and models to exploit the invaluable data gathered by the instrument.

This project is supported by the UCN@Sophia Labex in 2016/2017/2018 (funding the engineer Mondi Ravi), by an Inria ADT (funding the engineer Abdelhakim Akodadi) 2017/2018, by and Inria ATT (funding the business developer David Migliacci) in 2017/2018, and by the academy 1 of UCAJedi (funding a Ph.D. student Yanis Boussad) 2017/2020.

In August 2016, we released the first stable public release of ElectroSmart. On the 07th January 2020, we acquire 1000 new daily users, and have 20k weekly active users.

Assessment: A-5, SO-4, SM-4, EM-3-up4, SDL-1

We are in a process of creating a startup to commercialize the exposition maps we can build with the data we are collecting.

- Participants: Arnaud Legout, Abdelhakim Akodadi, Hackob Melconian, Inderjeet Singh and Mondi Ravi
- Contact: Arnaud Legout
- URL: https://es.inria.fr/home/index?path_prefix=en

5.3. nepi-ng

KEYWORDS: Wireless network - Experimentation

FUNCTIONAL DESCRIPTION: In the specific context of R2lab, we have created a tool suite for orchestrating network experiments, that for historical reasons we refer to collectively as `nepi-ng`, for NEPI new generation. An umbrella website is available at https://nepi-ng.inria.fr/.

At this point, `nepi-ng` has a much smaller scope than its NEPI ancestor used to have, in that it only supports remote control of network experiments over `ssh`. As a matter of fact, in practice, this is the only access mechanism that we need to have for running experiments on both R2lab, and PlanetLab Europe.

The design of `nepi-ng` of course is modular, so that it will be perfectly possible to add other control mechanisms to this core if and when it becomes necessary.

`nepi-ng` is currently made of two separate Python libraries:

- asynciojobs:
  - URL: http://asynciojobs.readthedocs.io/en/latest/
  - Version: asynciojobs v0.5.4
  - Keywords: networking experimentation, orchestration
  - License: CC BY-SA 4.0
  - Type of human computer interaction: Python library
  - OS/Middleware: Linux
  - Required library or software: Python-3.5 / asyncio
  - Programming language: Python3
- apssh:
  - URL: http://apssh.readthedocs.io/en/latest/
  - Version: apssh v0.7.1
  - Keywords: networking experimentation, orchestration
  - License: CC BY-SA 4.0
  - Type of human computer interaction: Python library
  - OS/Middleware: Linux
  - Required library or software: Python-3.5 / asyncio
  - Programming language: Python3

Assessment: A-2, SO-3, SM-3, EM-3, DSL-4

- Contact: Thierry Parmentelat
- URL: http://nepi-ng.inria.fr

5.4. Distrinet

KEYWORDS: SDN - Emulation - Large-scale Emulators - Network simulator

SCIENTIFIC DESCRIPTION: Networks have become complex systems that combine various concepts, techniques, and technologies. As a consequence, modelling or simulating them is now extremely complicated and researchers massively resort to prototyping techniques. Two experimental techniques are mainly used when it comes to testing a network: simulation and emulation. Emulation provides a good accuracy and allows to test the applications directly in an environment that is similar to a real one. Most of the emulators do not take into account the scalability, because usually they are designed to be executed in a single machine. Among other tools, Mininet is the most popular when it comes to evaluate SDN propositions. It allows to emulate SDN networks on a single computer. Unfortunately, Mininet shows its limitations with resource intensive experiments as the emulating host may become overloaded. To tackle this issue, we propose Distrinet, a distributed implementation of Mininet over multiple hosts. Distrinet uses the same API than Mininet, meaning that it is compatible with Mininet programs. It is generic and can deploy experiments in Linux clusters or in the Amazon EC2 cloud.

Assessment: A5, SO3, SM2, EM2-down, SDL4

FUNCTIONAL DESCRIPTION: Distrinet is an extension of Mininet that relies on LXC to be distributed in the cloud, and particularly in Amazon.

RELEASE FUNCTIONAL DESCRIPTION: First release

- Participants: Damien Saucez, Giuseppe Di Lena, Andrea Tomassilli, Frédéric Giroire, Thierry Turletti and Walid Dabbous
- Partner: Orange Labs
- Contact: Walid Dabbous
- URL: https://distrinet-emu.github.io

5.5. Platforms

5.5.1. Reproducible research Lab - R2lab

Scientific work around network protocols and related software stacks requires experiments, hence experimental conditions, to be reproducible. This is a particularly challenging requirement in the wireless networking area, where characteristics of wireless channels are known to be variable, unpredictable and hardly controllable.

The R2lab wireless testbed was designed with reproducibility as its central characteristics; it is built around an isolated and anechoic chamber, featuring RF absorbers that prevent radio waves reflections, and a Faraday cage blocking external interferences. R2lab thus provides an ideal environment for running reproducible wireless experiments.

R2lab has been operated for 4 years now, in the context of the FIT (Future Internet of Things) Equipment of Excellence project, and as such, it is now federated with the other testbeds that are part of the FIT initiative. As of early 2019, it is now also federated within the Fed4Fire initiative.

Available toolsets, both hardware and software, are mostly stable apart from low noise marginal deployment of new kinds of radio devices, that now encompass among 5G and LoRa, among others. Our focus at this point of the project is to leverage our initial technical and financial investment, and to produce scientific work around reproducibility, particularly from a methodological standpoint, as illustrated by various publications [33], [34].

Worth being mentioned as well, as part of a partnership with the OpenAirInterface initiative, R2lab is used on a daily basis for system-wide regression tests of the OAI stack, which in return allows us to offer up-to-date images for running OAI-based experiments.

Access to R2lab is open 24/7. We currently have around 200 active users from all over the world among them 40 new users registered in 2019. For more details see http://r2lab.inria.fr.

5.5.2. Network simulator for aircrafts

- Keywords: network, simulation, real-time
- Functional Description: In collaboration with Safran Electrical and Power we produced a network design tool for aircrafts. This tool simulates aircraft networks. The tool is about 10,000 lines of code, out of which we produced 2,000.
- Assessment: A-2up,SO-3,SM-2up,EM-4,SDL-3,OC-DA-CD-TPM
- Licence: confidential
- URL: confidential
- Contact: Damien Saucez

ECUADOR Project-Team

5. New Software and Platforms

5.1. AIRONUM

KEYWORDS: Computational Fluid Dynamics - Turbulence

FUNCTIONAL DESCRIPTION: Aironum is an experimental software that solves the unsteady compressible Navier-Stokes equations with k-epsilon, LES-VMS and hybrid turbulence modelling on parallel platforms, using MPI. The mesh model is unstructured tetrahedrization, with possible mesh motion.

- Participant: Alain Dervieux
- Contact: Alain Dervieux
- URL: http://www-sop.inria.fr/tropics/aironum

5.2. TAPENADE

KEYWORDS: Static analysis - Optimization - Compilation - Gradients

SCIENTIFIC DESCRIPTION: Tapenade implements the results of our research about models and static analyses for AD. Tapenade can be downloaded and installed on most architectures. Alternatively, it can be used as a web server. Higher-order derivatives can be obtained through repeated application.

Tapenade performs sophisticated data-flow analysis, flow-sensitive and context-sensitive, on the complete source program to produce an efficient differentiated code. Analyses include Type-Checking, Read-Write analysis, and Pointer analysis. AD-specific analyses include the so-called Activity analysis, Adjoint Liveness analysis, and TBR analysis.

FUNCTIONAL DESCRIPTION: Tapenade is an Algorithmic Differentiation tool that transforms an original program into a new program that computes derivatives of the original program. Algorithmic Differentiation produces analytical derivatives, that are exact up to machine precision. Adjoint-mode AD can compute gradients at a cost which is independent from the number of input variables. Tapenade accepts source programs written in Fortran77, Fortran90, or C. It provides differentiation in the following modes: tangent, vector tangent, adjoint, and vector adjoint.

NEWS OF THE YEAR: - Continued development of multi-language capacity: AD of codes mixing Fortran and C - Continued front-end for C++ (using Clang-LLVM) - Preliminary work, including refactoring, in view of future Open-Source distribution

- Participants: Laurent Hascoët and Valérie Pascual
- Contact: Laurent Hascoët
- URL: http://www-sop.inria.fr/tropics/tapenade.html

EPIONE Project-Team

5. New Software and Platforms

5.1. CardiacSegmentationPropagation

KEYWORDS: 3D - Segmentation - Cardiac - MRI - Deep learning

FUNCTIONAL DESCRIPTION: Training of a deep learning model which is used for cardiac segmentation in short-axis MRI image stacks.

- Authors: Qiao Zheng, Hervé Delingette, Nicolas Duchateau and Nicholas Ayache
- Contact: Qiao Zheng
- Publication: 3D Consistent & Robust Segmentation of Cardiac Images by Deep Learning with Spatial Propagation

5.2. CardiacMotionFlow

KEYWORDS: 3D - Deep learning - Cardiac - Classification

FUNCTIONAL DESCRIPTION: Creation of a deep learning model for the motion tracking of the heart, extraction of characteristic quantities of the movement and shape of the heart to classify a sequence of cine-MRI cardiac images in terms of the types of pathologies (infarcted heart, dilated , hypertrophied, abnormality of the right ventricle).

- Contact: Qiao Zheng

5.3. MedInria

KEYWORDS: Visualization - DWI - Health - Segmentation - Medical imaging

SCIENTIFIC DESCRIPTION: MedInria aims at creating an easily extensible platform for the distribution of research algorithms developed at Inria for medical image processing. This project has been funded by the D2T (ADT MedInria-NT) in 2010, renewed in 2012. A fast-track ADT was awarded in 2017 to transition the software core to more recent dependencies and study the possibility of a consortium creation.The Empenn team leads this Inria national project and participates in the development of the common core architecture and features of the software as well as in the development of specific plugins for the team's algorithm.

FUNCTIONAL DESCRIPTION: MedInria is a free software platform dedicated to medical data visualization and processing.

- Participants: Maxime Sermesant, Olivier Commowick and Théodore Papadopoulo
- Partners: HARVARD Medical School - IHU - LIRYC - NIH
- Contact: Olivier Commowick
- URL: https://med.inria.fr

5.4. GP-ProgressionModel

GP progression model

KEYWORDS: Data modeling - Data visualization - Data integration - Machine learning - Biostatistics - Statistical modeling - Medical applications - Evolution - Brain - Uncertainly - Uncertainty quantification - Alzheimer's disease - Probability - Stochastic models - Stochastic process - Trajectory Modeling - Marker selection - Health - Statistic analysis - Statistics - Bayesian estimation

FUNCTIONAL DESCRIPTION: Disease progression modeling (DPM) of Alzheimer's disease (AD) aims at revealing long term pathological trajectories from short term clinical data. Along with the ability of providing a data-driven description of the natural evolution of the pathology, DPM has the potential of representing a valuable clinical instrument for automatic diagnosis, by explicitly describing the biomarker transition from normal to pathological stages along the disease time axis.

In this software we reformulate DPM within a probabilistic setting to quantify the diagnostic uncertainty of individual disease severity in an hypothetical clinical scenario, with respect to missing measurements, biomarkers, and follow-up information. The proposed formulation of DPM provides a statistical reference for the accurate probabilistic assessment of the pathological stage of de-novo individuals, and represents a valuable instrument for quantifying the variability and the diagnostic value of biomarkers across disease stages.

This software is based on the publication:

Probabilistic disease progression modeling to characterize diagnostic uncertainty: Application to staging and prediction in Alzheimer's disease. Marco Lorenzi, Maurizio Filippone, Daniel C. Alexander, Sebastien Ourselin Neuroimage. 2019 Apr 15,190:56-68. doi: 10.1016/j.neuroimage.2017.08.059. Epub 2017 Oct 24. HAL Id : hal-01617750 https://hal.archives-ouvertes.fr/hal-01617750/

RELEASE FUNCTIONAL DESCRIPTION: - New interface and output - Completely based on pytorch

- Participant: Marco Lorenzi
- Contact: Marco Lorenzi
- Publication: Probabilistic disease progression modeling to characterize diagnostic uncertainty: application to staging and prediction in Alzheimer's disease
- URL: http://gpprogressionmodel.inria.fr

5.5. Music

Multi-modality Platform for Specific Imaging in Cardiology

KEYWORDS: Medical imaging - Cardiac Electrophysiology - Computer-assisted surgery - Cardiac - Health

FUNCTIONAL DESCRIPTION: MUSIC is a software developed by the Asclepios research project in close collaboration with the IHU LIRYC in order to propose functionalities dedicated to cardiac interventional planning and guidance. This includes specific tools (algorithms of segmentation, registration, etc.) as well as pipelines. The software is based on the MedInria platform.

- Participants: Florent Collot, Mathilde Merle and Maxime Sermesant
- Partner: IHU- Bordeau
- Contact: Maxime Sermesant
- URL: https://team.inria.fr/asclepios/software/music/

5.6. SOFA

Simulation Open Framework Architecture

KEYWORDS: Real time - Multi-physics simulation - Medical applications

FUNCTIONAL DESCRIPTION: SOFA is an Open Source framework primarily targeted at real-time simulation, with an emphasis on medical simulation. It is mostly intended for the research community to help develop new algorithms, but can also be used as an efficient prototyping tool. Based on an advanced software architecture, it allows : the creation of complex and evolving simulations by combining new algorithms with algorithms already included in SOFA, the modification of most parameters of the simulation (deformable behavior, surface representation, solver, constraints, collision algorithm, etc.) by simply editing an XML file, the building of complex models from simpler ones using a scene-graph description, the efficient simulation of the dynamics of interacting objects using abstract equation solvers, the reuse and easy comparison of a variety of available methods.

- Participants: Christian Duriez, François Faure, Hervé Delingette and Stéphane Cotin
- Partner: IGG
- Contact: Hugo Talbot
- URL: http://www.sofa-framework.org

5.7. geomstats

Computations and statistics on manifolds with geometric structures

KEYWORD: Geometry

FUNCTIONAL DESCRIPTION: Geomstats is a python package that performs computations on manifolds such as hyperspheres, hyperbolic spaces, spaces of symmetric positive definite matrices and Lie groups of transformations. It provides efficient and extensively unit-tested implementations of these manifolds, together with useful Riemannian metrics and associated Exponential and Logarithm maps. The corresponding geodesic distances provide a range of intuitive choices of Machine Learning loss functions. We also give the corresponding Riemannian gradients. The operations implemented in geomstats are available with different computing backends such as numpy, tensorflow and keras. Geomstats manifold computations have are integrated into keras deep learning framework thanks to GPU-enabled implementations.

- Partner: Stanford Department of Statistics
- Contact: Nina Miolane
- URL: https://github.com/geomstats/

5.8. MC-VAE

Multi Channel Variational Autoencoder

KEYWORDS: Machine learning - Artificial intelligence - Medical applications - Dimensionality reduction - High Dimensional Data - Unsupervised learning - Heterogeneity

SCIENTIFIC DESCRIPTION: Interpretable modeling of heterogeneous data channels is essential in medical applications, for example when jointly analyzing clinical scores and medical images. Variational Autoencoders (VAE) are powerful generative models that learn representations of complex data. The flexibility of VAE may come at the expense of lack of interpretability in describing the joint relationship between heterogeneous data. To tackle this problem, in this work we extend the variational framework of VAE to bring parsimony and interpretability when jointly account for latent relationships across multiple channels. In the latent space, this is achieved by constraining the variational distribution of each channel to a common target prior. Parsimonious latent representations are enforced by variational dropout. Experiments on synthetic data show that our model correctly identifies the prescribed latent dimensions and data relationships across multiple testing scenarios. When applied to imaging and clinical data, our method allows to identify the joint effect of age and pathology in describing clinical condition in a large scale clinical cohort.

FUNCTIONAL DESCRIPTION: This software implements the work published in the paper "Sparse Multi-Channel Variational Autoencoder for the Joint Analysis of Heterogeneous Data" presented at the conference ICML 2019 (Long Beach, California, USA).

The software extends classical variational autoencoders by identifying a joint latent code associated to heterogeneous data represented in different channels. The software is implemented in python and is based on pytorch. It can be applied to any kind of data arrays, and provides functions for optimisation, visualisation and writing of the modelling results.

RELEASE FUNCTIONAL DESCRIPTION: First release

NEWS OF THE YEAR: Method presented in the International Conference on Machine Learning (ICML 2019).

- Participants: Luigi Antelmi, Marco Lorenzi and Nicholas Ayache
- Partner: CoBteK
- Contact: Luigi Antelmi
- URL: https://gitlab.inria.fr/epione_ML/mcvae

5.9. SOFA-CardiacReduction

KEYWORDS: Simulation - 3D modeling - Model Order Reduction - Cardiac

SCIENTIFIC DESCRIPTION: Modification of a finite element deformation model : meshless approach and frame-based description, reduction in the number of affine degrees of freedom and integration points.

FUNCTIONAL DESCRIPTION: This SOFA plugin is intented to build a reduced model for deformable solids (especially cardiac simulations).

- Participants: Gaetan Desrues, Hervé Delingette and Maxime Sermesant
- Contact: Gaetan Desrues

FACTAS Project-Team (section vide)

FOCUS Project-Team

6. New Software and Platforms

6.1. HoCA

Higher-Order Complexity Analysis

KEYWORDS: Ocaml - Verification - Runtime Complexity Analysis

SCIENTIFIC DESCRIPTION: Over the last decade, various tools for the static analysis of resource properties of programs have emerged. In particular, the rewriting community has recently developed several tools for the time complexity analysis of term rewrite systems. These tools have matured and are nowadays able to treat non-trivial programs, in a fully automatic setting. However, none of these automatic complexity analysers can deal with higher-order functions, a pervasive feature of functional programs. HoCA (Higher-Order Complexity Analyser) overcomes this limitation by translating higher-order programs – in the form of side-effect free OCaml programs - into equivalent first-order rewrite systems. At the heart of our tool lies Reynold's defunctionalization technique. Defunctionalization however is not enough. Resulting programs have a recursive structure too complicated to be analysed automatically in all but trivial cases. To overcome this issue, HoCA integrates a handful of well established program transformation techniques, noteworthy dead-code elimination, inlining, instantiation and uncurrying. A complexity bound on the resulting first-order program can be relayed back reliably to the higher-order program of interest. A detailed description of HoCA is available on http://arxiv.org/abs/1506.05043.

FUNCTIONAL DESCRIPTION: HoCA is an abbreviation for Higher-Order Complexity Analysis, and is meant as a laboratory for the automated complexity analysis of higher-order functional programs. Currently, HoCA consists of one executable pcf2trs which translates a pure subset of OCaml to term rewrite systems, in a complexity reflecting manner. As a first step, HoCA desugars the given program to a variation of Plotkin's PCF with data-constructors. Via Reynold's defunctionalization, the PCF program is turned into an applicative term rewrite system (ATRS for short), call-by-value reductions of the PCF program are simulated by the ATRS step-by-step, on the ATRS, and various complexity reflecting transformations are performed: inlining, dead-code-elminiation, instantiation of higher-order variables through a call-flow-analysis and finally uncurrying. This results finally in a first-order rewrite system, whose runtime-complexity reflects the complexity of the initial program, asymptotically.

- Participants: Martin Avanzini and Ugo Dal Lago
- Contact: Ugo Dal Lago
- URL: http://cbr.uibk.ac.at/tools/hoca/

6.2. JOLIE

Java Orchestration Language Interpreter Engine

KEYWORD: Microservices

SCIENTIFIC DESCRIPTION: Jolie enforces a strict separation of concerns between behaviour, describing the logic of the application, and deployment, describing the communication capabilities. The behaviour is defined using the typical constructs of structured sequential programming, communication primitives, and operators to deal with concurrency (parallel composition and input choice). Jolie communication primitives comprise two modalities of interaction typical of Service-Oriented Architectures (SOAs), namely one-way (sends an asynchronous message) and request-response (sends a message and waits for an answer). A main feature of the Jolie language is that it allows one to switch among many communication media and data protocols in a simple, uniform way. Since it targets the field of SOAs, Jolie supports the main communication media (TCP/IP sockets, Bluetooth L2CAP, Java RMI, and Unix local sockets) and data protocols (HTTP, JSON-RPC, XML-RPC, SOAP and their respective SSL versions) from this area.

FUNCTIONAL DESCRIPTION: Jolie is a language for programming service-oriented and microservice applications. It directly supports service-oriented abstractions such as service, port, and session. Jolie allows to program a service behaviour, possibly obtained by composing existing services, and supports the main communication protocols and data formats used in service-oriented architectures. Differently from other service-oriented programming languages such as WS-BPEL, Jolie is based on a user-friendly Java-like syntax (more readable than the verbose XML syntax of WS-BPEL). Moreover, the kernel of Jolie is equipped with a formal operational semantics. Jolie is used to provide proof of concepts around Focus activities.

RELEASE FUNCTIONAL DESCRIPTION: There are many fixes to the HTTP extension, improvements to the embedding engine for Javascript programs, and improvements to the support tools jolie2java and wsdl2jolie.

NEWS OF THE YEAR: During 2019 the Jolie project saw three major actions.

The first action regards the build system used for the development of the language, which has been transitioned to Maven, the main build automation tool used for Java projects. The move to Maven is dictated by two needs. The first is to streamline the development and release processes of Jolie, as Maven greatly helps in obtaining, updating, and managing library dependencies. The second necessity addressed by Maven is helping in partitioning the many sub-projects that constitute the Jolie codebase, reducing development and testing times. Having Jolie as a Maven project also helps in providing Jolie sub-components (as Maven libraries) to other projects. Finally, the move to Maven is set within a larger effort to expedite the inclusion in the main Jolie development branch of contributions by new members of its growing community.

The second action regards the transition to Netty as a common framework to support communication protocols and data formats in Jolie. Netty is a widely-adopted Java framework for the development of network applications, and it was used in 2018 to successfully support several IoT communication protocols and data formats in a Jolie spin-off project, called JIoT. The work in 2019 integrated into the Jolie codebase the protocols and data format developed within the JIoT project and pushed towards the integration of the Netty development branch into the main branch of the Jolie project (i.e., re-implementing using Netty the many protocol and data-formats already supported by Jolie). The Netty development branch is currently in a beta phase and it is subject to thorough in-production tests, to ensure consistent behaviour with the previous implementation.

The third action regards the development and support for a new official IDE for Jolie. Hence, along with the ones already existing for the Atom and Sublime Text text editors, Jolie developers can use the Jolie plugin (based on the Language Server Protocol) for the Visual Studio Code text editor to obtain syntax highlighting, documentation aids, file navigation, syntax checking, semantic checking, and quick-run shortcuts for their Jolie programs.

In addition to the above actions, in 2019 Jolie transitioned through three minor releases and a major one, from 1.7.1 to 1.8.2. The minor releases mainly fixed bugs, improved performance, and included new protocol/data-format functionalities. The major release included a slim-down of the notation for the composition of statements, types definitions, and tree structures, for a terser codebase. Upgrades to 1.8.2 also introduced: timeouts for solicit-response invocations to handle the interruption of long-standing requests, more user-friendly messages from the Jolie interpreter, including easier-to-parse errors and the pretty-printing of data structures, for a more effective development and debugging experience.

In 2019 Jolie also saw the development of a new Jolie library, called TQuery, which is a query framework integrated into the Jolie language for the data handling/querying of Jolie trees. Tquery is based on a tree-based instantiation (language and semantics) of MQuery, a sound variant of the Aggregation Framework, the query language of the most popular document-oriented database: MongoDB. Usage scenarios for Tquery are (but not limited to) eHealth, the Internet-of-Things, and Edge Computing, where data should be handled in an ephemeral way, i.e., in a real-time manner but with the constraint that data shall not persist in the system.

- Participants: Claudio Guidi, Fabrizio Montesi, Maurizio Gabbrielli, Saverio Giallorenzo and Ivan Lanese
- Contact: Fabrizio Montesi
- URL: http://www.jolie-lang.org/

6.3. NightSplitter

KEYWORD: Constraint-based programming

FUNCTIONAL DESCRIPTION: Nightsplitter deals with the group preference optimization problem. We propose to split users into subgroups trying to optimize members' satisfaction as much as possible. In a large city with a huge volume of activity information, designing subgroup activities and avoiding time conflict is a challenging task. Currently, the Demo is available only for restaurant and movie activities in the city of Paris.

- Contact: Tong Liu
- URL: http://cs.unibo.it/t.liu/nightsplitter/

6.4. AIOCJ

Adaptive Interaction-Oriented Choreographies in Jolie

KEYWORD: Dynamic adaptation

SCIENTIFIC DESCRIPTION: AIOCJ is an open-source choreographic programming language for developing adaptive systems. It allows one to describe a full distributed system as a unique choreographic program and to generate code for each role avoiding by construction errors such as deadlocks. Furthermore, it supports dynamic adaptation of the distributed system via adaptation rules.

FUNCTIONAL DESCRIPTION: AIOCJ is a framework for programming adaptive distributed systems based on message passing. AIOCJ comes as a plugin for Eclipse, AIOCJ-ecl, allowing to edit descriptions of distributed systems written as adaptive interaction-oriented choreographies (AIOC). From interaction-oriented choreographies the description of single participants can be automatically derived. Adaptation is specified by rules allowing one to replace predetermined parts of the AIOC with a new behaviour. A suitable protocol ensures that all the participants are updated in a coordinated way. As a result, the distributed system follows the specification given by the AIOC under all changing sets of adaptation rules and environment conditions. In particular, the system is always deadlock free. AIOCJ can interact with external services, seen as functions, by specifying their URL and the protocol they support (HTTP, SOAP, ...). Deadlock-freedom guarantees of the application are preserved provided that those services do not block.

NEWS OF THE YEAR: In 2019 we performed a major upgrade to AIOCJ: the possibility to introduce new roles, absent from a running choreography, within a given adaptation rule. The inclusion of new roles is supported by a slight, incremental change in the AIOCJ syntax and by a new component of the AIOCJ runtime environment.

- Participants: Ivan Lanese, Jacopo Mauro, Maurizio Gabbrielli, Mila Dalla Preda and Saverio Giallorenzo
- Contact: Saverio Giallorenzo
- URL: http://www.cs.unibo.it/projects/jolie/aiocj.html

6.5. CauDEr

Causal-consistent Debugger for Erlang

KEYWORDS: Debug - Reversible computing

SCIENTIFIC DESCRIPTION: The CauDEr reversible debugger is based on the theory of causal-consistent reversibility, which states that any action can be undone provided that its consequences, if any, are undone beforehand. This theory relies on a causal semantic for the target language, and can be used even if different processes have different notions of time

FUNCTIONAL DESCRIPTION: CauDEr is a debugger allowing one to explore the execution of concurrent Erlang programs both forward and backward. Notably, when going backward, any action can be undone provided that its consequences, if any, are undone beforehand. The debugger also provides commands to automatically find relevant past actions (e.g., send of a given message) and undo them, including their consequences. Forward computation can be driven by a log taken from a computation in the standard Erlang/OTP environment. An action in the log can be selected and replayed together with all and only its causes. The debugger enables one to find a bug by following the causality links from the visible misbehaviour to the bug. The debugger takes an Erlang program but debugging is done on its translation into Core Erlang.

NEWS OF THE YEAR: Work in 2019 consisted in maintenance, bug fixing and some minor refinements, in particular on the logging part.

- Partner: Universitat Politècnica de València
- Contact: Ivan Lanese
- URL: https://github.com/mistupv/cauder

6.6. SUNNY-AS

SUNNY FOR ALGORITHM SELECTION

KEYWORDS: Optimisation - Machine learning

FUNCTIONAL DESCRIPTION: SUNNY-AS is a portfolio solver derived from SUNNY-CP for Algorithm Selection Problems (ASLIB). The goal of SUNNY-AS is to provide a flexible, configurable, and usable portfolio solver that can be set up and executed just like a regular individual solver.

- Contact: Tong Liu
- URL: https://github.com/lteu/oasc

6.7. eco-imp

Expected Cost Analysis for Imperative Programs

KEYWORDS: Software Verification - Automation - Runtime Complexity Analysis - Randomized algorithms

FUNCTIONAL DESCRIPTION: Eco-imp is a cost analyser for probabilistic and non-deterministic imperative programs. Particularly, it features dedicated support for sampling from distributions, and can thereby accurately reason about the average case complexity of randomized algorithms, in a fully automatic fashion. The tool is based on an adaption of the ert-calculus of Kaminski et al., extended to the more general setting of cost analysis where the programmer is free to specify a (non-uniform) cost measure on programs. The main distinctive feature of eco-imp, though, is the combination of this calculus with an expected value analysis. This provides the glue to analyse program components in complete independence, that is, the analysis is modular and thus scalable. As a consequence, confirmed by our experiments, eco-imp runs on average orders of magnitude faster than comparable tools: execution times of several seconds become milliseconds.

- Contact: Martin Avanzini
- URL: http://www-sop.inria.fr/members/Martin.Avanzini/software/eco-imp/

GRAPHDECO Project-Team

5. New Software and Platforms

5.1. SynDraw

KEYWORDS: Non-photorealistic rendering - Vector-based drawing - Geometry Processing

FUNCTIONAL DESCRIPTION: The SynDraw library extracts occluding contours and sharp features over a 3D shape, computes all their intersections using a binary space partitioning algorithm, and finally performs a raycast to determine each sub-contour visibility. The resulting lines can then be exported as an SVG file for subsequent processing, for instance to stylize the drawing with different brush strokes. The library can also export various attributes for each line, such as its visibility and type. Finally, the library embeds tools allowing one to add noise into an SVG drawing, in order to generate multiple images from a single sketch. SynthDraw is based on the geometry processing library libIGL.

RELEASE FUNCTIONAL DESCRIPTION: This first version extracts occluding contours, boundaries, creases, ridges, valleys, suggestive contours and demarcating curves. Visibility is computed with a view graph structure. Lines can be aggregated and/or filtered. Labels and outputs include: line type, visibility, depth and aligned normal map.

- Authors: Adrien Bousseau, Bastien Wailly and Adele Saint-Denis
- Contact: Bastien Wailly

5.2. DeepSketch

KEYWORDS: 3D modeling - Sketching - Deep learning

FUNCTIONAL DESCRIPTION: DeepSketch is a sketch-based modeling system that runs in a web browser. It relies on deep learning to recognize geometric shapes in line drawings. The system follows a client/server architecture, based on the Node.js and WebGL technology. The application's main targets are iPads or Android tablets equipped with a digital pen, but it can also be used on desktop computers.

RELEASE FUNCTIONAL DESCRIPTION: This first version is built around a client/server Node.js application whose job is to transmit a drawing from the client's interface to the server where the deep networks are deployed, then transmit the results back to the client where the final shape is created and rendered in a WebGL 3D scene thanks to the THREE.js JavaScript framework. Moreover, the client is able to perform various camera transformations before drawing an object (change position, rotate in place, scale on place) by interacting with the touch screen. The user also has the ability to draw the shape's shadow to disambiguate depth/height. The deep networks are created, trained and deployed with the Caffe framework.

- Authors: Adrien Bousseau and Bastien Wailly
- Contact: Adrien Bousseau

5.3. DPP

Delaunay Point Process for image analysis

KEYWORDS: Computer vision - Shape recognition - Delaunay triangulation - Stochastic process

FUNCTIONAL DESCRIPTION: The software extract 2D geometric structures (planar graphs, polygons...) from images

- Participants: Jean-Dominique Favreau, Florent Lafarge and Adrien Bousseau
- Contact: Florent Lafarge
- Publication: Extracting Geometric Structures in Images with Delaunay Point Processes

5.4. sibr-core

System for Image-Based Rendering

KEYWORD: Graphics

SCIENTIFIC DESCRIPTION: Core functionality to support Image-Based Rendering research. The core provides basic support for camera calibration, multi-view stereo meshes and basic image-based rendering functionality. Separate dependent repositories interface with the core for each research project. This library is an evolution of the previous SIBR software, but now is much more modular.

We plan to release the core module, as well as the code for several of our research papers, as well as papers from other authors for comparisons and benchmark purposes.

FUNCTIONAL DESCRIPTION: sibr-core is a framework containing libraries and tools used internally for research projects based on Image-Base Rendering. It includes both preprocessing tools (computing data used for rendering) and rendering utilities and serves as the basis for many research projects in the group.

- Authors: Sebastien Bonopera, Jérôme Esnault, Siddhant Prakash, Simon Rodriguez, Théo Thonat, Gaurav Chaurasia, Julien Philip and George Drettakis
- Contact: George Drettakis

5.5. SGTDGP

Synthetic Ground Truth Data Generation Platform

KEYWORD: Graphics

FUNCTIONAL DESCRIPTION: The goal of this platform is to render large numbers of realistic synthetic images for use as ground truth to compare and validate image-based rendering algorithms and also to train deep neural networks developed in our team.

This pipeline consists of tree major elements that are:

- Scene exporter
- Assisted point of view generation
- Distributed rendering on Inria's high performance computing cluster

The scene exporter is able to export scenes created in the widely-used commercial modeler 3DSMAX to the Mitsuba opensource renderer format. It handles the conversion of complex materials and shade trees from 3DSMAX including materials made for VRay. The overall quality of the produced images with exported scenes have been improved thanks to a more accurate material conversion. The initial version of the exporter was extended and improved to provide better stability and to avoid any manual intervention.

From each scene we can generate a large number of images by placing multiple cameras. Most of the time those points of view has to be placed with a certain coherency. This task could be long and tedious. In the context of image-based rendering, cameras have to be placed in a row with a specific spacing. To simplify this process we have developed a set of tools to assist the placement of hundreds of cameras along a path.

The rendering is made with the open source renderer Mitsuba. The rendering pipeline is optimised to render a large number of point of view for single scene. We use a path tracing algorithm to simulate the light interaction in the scene and produce hight dynamic range images. It produces realistic images but it is computationally demanding. To speed up the process we setup an architecture that takes advantage of the Inria cluster to distribute the rendering on hundreds of CPUs cores.

The scene data (geometry, textures, materials) and the cameras are automatically transfered to remote workers and HDR images are returned to the user.

We already use this pipeline to export tens of scenes and to generate several thousands of images, which have been used for machine learning and for ground-truth image production.

We have recently integrated the platform with the sibr-core software library, allowing us to read mitsuba scenes. We have written a tool to allow camera placement to be used for rendering and for reconstruction of synthetic scenes, including alignment of the exact and reconstructed version of the scenes. This dual-representation scenes can be used for learning and as ground truth. We can also perform various operations on the ground truth data within sibr-core, e.g., compute shadow maps of both exact and reconstructed representations etc.

- Authors: Laurent Boiron, Sébastien Morgenthaler, Georgios Kopanas, Julien Philip and George Drettakis
- Contact: George Drettakis

5.6. Unity IBR

KEYWORD: Graphics

FUNCTIONAL DESCRIPTION: Unity IBR (for Image-Based Rendering in Unity) This is a software module that proceeds the development of IBR algorithms in Unity. In this case, algorithms are developed for the context of EMOTIVE EU project. The rendering technique was changed during the year to evaluate and compare which one produces better results suitable for Game Development with Unity (improvement of image quality and faster rendering). New features were also added such as rendering of bigger datasets and some debugging utilities. Software was also updated to keep compatibility with new released versions of Unity game engine. In addition, in order to develop a demo showcasing the technology, a multiplayer VR scene was created proving the integration of IBR with the rest of the engine.

- Authors: Sebastian Vizcay and George Drettakis
- Contact: George Drettakis

5.7. DeepRelighting

Deep Geometry-Aware Multi-View Relighting

KEYWORD: Graphics

SCIENTIFIC DESCRIPTION: Implementation of the paper: Multi-view Relighting using a Geometry-Aware Network (https://hal.inria.fr/hal-02125095), based on the sibr-core library.

- Participants: Julien Philip and George Drettakis
- Contact: George Drettakis
- Publication: https://hal.inria.fr/hal-02125095

5.8. SingleDeepMat

Single-image deep material acquisition

KEYWORDS: Materials - 3D - Realistic rendering - Deep learning

SCIENTIFIC DESCRIPTION: Cook-Torrance SVBRDF parameter acquisition from a single Image using Deep learning

FUNCTIONAL DESCRIPTION: Allows material acquisition from a single picture, to then be rendered in a virtual environment. Implementation of the paper https://hal.inria.fr/hal-01793826/

RELEASE FUNCTIONAL DESCRIPTION: Based on Pix2Pix implementation by AffineLayer (Github)

- Participants: Valentin Deschaintre, Miika Aittala, Frédo Durand, George Drettakis and Adrien Bousseau
- Partner: CSAIL, MIT
- Contact: Adrien Bousseau
- Publication: Single-Image SVBRDF Capture with a Rendering-Aware Deep Network
- URL: https://team.inria.fr/graphdeco/projects/deep-materials/

5.9. MultiDeepMat

Multi-image deep material acquisition

KEYWORDS: 3D - Materials - Deep learning

SCIENTIFIC DESCRIPTION: Allows material acquisition from multiple pictures, to then be rendered in a virtual environment. Implementation of the paper https://hal.inria.fr/hal-02164993

RELEASE FUNCTIONAL DESCRIPTION: Code fully rewritten since the SingleDeepMat project, but some function are imported from it.

- Participants: Valentin Deschaintre, Miika Aittala, Frédo Durand, George Drettakis and Adrien Bousseau
- Contact: Adrien Bousseau
- Publication: Flexible SVBRDF Capture with a Multi-Image Deep Network
- URL: https://team.inria.fr/graphdeco/projects/multi-materials/

5.10. GuidedDeepMat

Guided deep material acquisition

KEYWORDS: Materials - 3D - Deep learning

SCIENTIFIC DESCRIPTION: Deep large scale HD material acquisition guided by an example small scale SVBRDF

RELEASE FUNCTIONAL DESCRIPTION: Code based on the MultiDeepMat project code.

- Participants: Valentin Deschaintre, George Drettakis and Adrien Bousseau
- Contact: Adrien Bousseau

GRAPHIK Project-Team

6. New Software and Platforms

6.1. Docamex

KEYWORD: Ontologies

SCIENTIFIC DESCRIPTION: In many agri-food companies, food quality is often managed using expertise gained through experience. Overall quality enhancement may come from sharing collective expertise. In this paper, we describe the design and implementation of a complete methodology allowing an expert knowledge base to be created and used to recommend the technical action to take to maintain food quality. We present its functional specifications, defined in cooperation with several industrial partners and technical centres over the course of several projects carried out in recent years. We propose a systematic methodology for collecting the knowledge on a given food process, from the design of a questionnaire to the synthesis of the information from completed questionnaires using a mind map approach. We then propose an original core ontology for structuring knowledge as possible causal relationships between situations of interest. We describe how mind map files generated by mind map tools are automatically imported into a conceptual graph knowledge base, before being validated and finally automatically processed in a graph-based visual tool. A specific end-user interface has been designed to ensure that end-user experts in agri-food companies can use the tool in a convenient way. Finally, our approach is compared with current research.

FUNCTIONAL DESCRIPTION: Docamex is a software dedicated to expert knowledge capitalization and visualization.

NEWS OF THE YEAR: Reliability score implemented.

- Participants: Jérôme Fortin and Patrice Buche
- Contact: Jérôme Fortin
- Publication: Expertise-based decision support for managing food quality in agri-food companies

6.2. Cogui

KEYWORDS: Knowledge database - Ontologies - GUI (Graphical User Interface)

SCIENTIFIC DESCRIPTION: Cogui is a visual tool for building and verifying graphical knowledge bases (KB). Knowledge bases are represented under graphical form (close to conceptual graphs). There is a complete correspondence with the logical existential rule (or Datalog+) framework.

FUNCTIONAL DESCRIPTION: Cogui is a freeware written in Java. It allows to graphically create a KB, to handle its structure and content, and to control it. Currently, it supports Conceptual Graphs and import/export in RDFS and Datalog+. Wizards allow to analyze and check facts with respect to some constraints, as well as to query them while taking into account inferences enabled by the ontology.

RELEASE FUNCTIONAL DESCRIPTION: Plugin-extensible architecture, multi-project management, automatic construction of a web documentation of the ontology, adoption of semantic web conventions (IRIs and namespaces), integration of some Graal functionalities (homomorphisms and OWL 2 import), improvement of the import/export between Cogui knowledge bases and Graal dlgp format.

NEWS OF THE YEAR: 2019: new website and completely revised user documentation, following the release of version V3 (in 2018), which required heavy refactoring to benefit from NetBeans plugin-extensible platform architecture and graphical libraries (total replacement of the graphical editors).

- Participants: Alain Gutierrez, Michel Chein, Marie-Laure Mugnier, Michel Leclère and Madalina Croitoru
- Partner: LIRMM
- Contact: Michel Chein
- URL: http://www.lirmm.fr/cogui/

6.3. Damn

Defeasible reasoning tool for multi-agent collaboration

KEYWORDS: Knowledge representation - Logic programming

FUNCTIONAL DESCRIPTION: Damn is an open source defeasible reasoning tool that allows the use of different semantics (ambiguity blocking/propagating with or without team defeat) in order to reason with incoherent or inconsistent knowledge. It allows the reasoning about preferences and their justification between different agents with a final aim of producing justified preferences on different outcomes (alternatives). These preferences are then used with a voting module (given certain voting strategy) to break ties and establish the chosen alternative. It is applied within the GLOPACK and NOAW projects.

NEWS OF THE YEAR: The HCI has been finalised: multi-users functionalities have been added (login, agents added, etc.).

- Contact: Madalina Croitoru
- URL: https://hamhec.github.io/damn/home

HEPHAISTOS Project-Team

5. New Software and Platforms

5.1. ALIAS

Algorithms Library of Interval Analysis for Systems

FUNCTIONAL DESCRIPTION: The ALIAS library whose development started in 1998, is a collection of procedures based on interval analysis for systems solving and optimization.

ALIAS is made of two parts:

ALIAS-C++ : the C++ library (87 000 code lines) which is the core of the algorithms

ALIAS-Maple : the Maple interface for ALIAS-C++ (55 000 code lines). This interface allows one to specify a solving problem within Maple and get the results within the same Maple session. The role of this interface is not only to generate the C++ code automatically, but also to perform an analysis of the problem in order to improve the efficiency of the solver. Furthermore, a distributed implementation of the algorithms is available directly within the interface.

- Participants: Jean-Pierre Merlet and Odile Pourtallier
- Contact: Jean-Pierre Merlet

5.2. PALGate

KEYWORDS: Health - Home care - Handicap

- Contact: David Daney

5.3. Platforms

5.3.1. ALIAS, Algorithms Library of Interval Analysis for Systems

Participants: Hiparco Lins Vieira, Jean-Pierre Merlet [correspondant], Yves Papegay.

URL: http://www-sop.inria.fr/hephaistos/developpements/main.html

The ALIAS library whose development started in 1998, is a collection of procedures based on interval analysis for systems solving and optimization.

ALIAS is made of two parts:

ALIAS-C++ : the C++ library (87 000 code lines) which is the core of the algorithms

ALIAS-Maple : the Maple interface for ALIAS-C++ (55 000 code lines). This interface allows one to specify a solving problem within Maple and get the results within the same Maple session. The role of this interface is not only to generate the C++ code automatically, but also to perform an analysis of the problem in order to improve the efficiency of the solver. Furthermore, a distributed implementation of the algorithms is available directly within the interface.
ALIAS is a core element for solving the usually complex equations we have to manage our robotics problems. We may mention as example our work on cable-driven parallel robot (see section 6.1.1) involves non-algebraic models whose exact solving is required while the unknowns of our system are physical entities that may usually be bounded (meaning that we are not interested in all solutions of the system but only in the one that make physical sense) and therefore interval analysis is appropriate (and quite often the only one that may manage to get exactly all solutions). This year we have also used ALIAS to provide certified solutions of the kinematics of a flexible parallel robots [17]. We have confirmed the solutions that has been provided by a computer intensive iterative methods and have shown that the interval analysis method was able to manage a more complex case for which the iterative method cannot be reasonably used. In a third example we combine interval analysis and Monte-Carlo method for developing a reliable motion planning for parallel manipulators [15] while interval analysis has been used for the design of parallel robot [14].

5.3.2. Hardware platforms

We describe here only the new platforms that have been developed or improved in 2019 while we maintain a very large number of platforms (e.g. the cable-driven parallel robots of the MARIONET family, the ANG family of walking aids,r our experimental flat and the activities detection platform implemented in the day hospital Institut Claude Pompidou and EHPAD Valrose, Nice). Among the MARIONET family we have reactivated and adapted the MARIONET-CRANE prototype for the experiment described in section 6.1.2 . We have also updated our parallel $6-\underline{PUS}$ prototype for the medical application mentioned in section 6.3 .

5.3.2.1. REVMED: virtual reality and rehabilitation

Inria and Université Côte d'Azur have agreed to fund us for developing the platform REVMED whose purpose is to introduce end-user motion and their analysis in a virtual reality environment in order to make rehabilitation exercises more attractive and more appropriate for the rehabilitation process. The main idea is to have a modular rehabilitation station allowing to manage various exercise devices with a very low set-up time (typically 10 mn), that will be actuated in order to allow ergotherapists to favor the work of various muscles groups and the difficulty of the exercise, while monitoring the rehabilitation process with various external sensors, providing an objectification of the evaluation. Version 2 has been completed this year and we will proceed in 2020 to the first trials. These trials will consist in establishing walking patterns for non-pathological people in various conditions that will be created by a walk in a mountainous environment.

INDES Project-Team

5. New Software and Platforms

5.1. Bigloo

KEYWORD: Compilers

FUNCTIONAL DESCRIPTION: Bigloo is a Scheme implementation devoted to one goal: enabling Scheme based programming style where C(++) is usually required. Bigloo attempts to make Scheme practical by offering features usually presented by traditional programming languages but not offered by Scheme and functional programming. Bigloo compiles Scheme modules. It delivers small and fast stand alone binary executables. Bigloo enables full connections between Scheme and C programs, between Scheme and Java programs.

RELEASE FUNCTIONAL DESCRIPTION: modification of the object system (language design and implementation), new APIs (alsa, flac, mpg123, avahi, csv parsing), new library functions (UDP support), new regular expressions support, new garbage collector (Boehm's collection 7.3alpha1).

- Participant: Manuel Serrano
- Contact: Manuel Serrano
- URL: http://www-sop.inria.fr/teams/indes/fp/Bigloo/

5.2. Hop

KEYWORDS: Programming language - Multimedia - Iot - Web 2.0 - Functional programming

SCIENTIFIC DESCRIPTION: The Hop programming environment consists in a web broker that intuitively combines in a single architecture a web server and a web proxy. The broker embeds a Hop interpreter for executing server-side code and a Hop client-side compiler for generating the code that will get executed by the client.

An important effort is devoted to providing Hop with a realistic and efficient implementation. The Hop implementation is validated against web applications that are used on a daily-basis. In particular, we have developed Hop applications for authoring and projecting slides, editing calendars, reading RSS streams, or managing blogs.

FUNCTIONAL DESCRIPTION: Multitier web programming language and runtime environment.

- Participant: Manuel Serrano
- Contact: Manuel Serrano
- URL: http://hop.inria.fr

5.3. IFJS

Infomation Flow monitor inlining for JavaScript

KEYWORD: Cybersecurity

FUNCTIONAL DESCRIPTION: The IFJS compiler is applied to JavaScript code. The compiler generates JavaScript code instrumented with checks to secure code. The compiler takes into account special features of JavaScript such as implicit type coercions and programs that actively try to bypass the inlined enforcement mechanisms. The compiler guarantees that third-party programs cannot (1) access the compiler internal state by randomizing the names of the resources through which it is accessed and (2) change the behaviour of native functions that are used by the enforcement mechanisms inlined in the compiled code.

- Contact: Tamara Rezk
- URL: http://www-sop.inria.fr/indes/ifJS/

5.4. Hiphop.js

KEYWORDS: Web 2.0 - Synchronous Language - Programming language

FUNCTIONAL DESCRIPTION: HipHop.js is an Hop.js DLS for orchestrating web applications. HipHop.js helps programming and maintaining Web applications where the orchestration of asynchronous tasks is complex.

- Contact: Manuel Serrano
- URL: http://hop-dev.inria.fr/hiphop

5.5. Server-Side Protection against Third Party Web Tracking

KEYWORDS: Privacy - Web Application - Web - Architecture - Security by design - Program rewriting techniques

FUNCTIONAL DESCRIPTION: We present a new web application architecture that allows web developers to gain control over certain types of third party content. In the traditional web application architecture, a web application developer has no control over third party content. This allows the exchange of tracking information between the browser and the third party content provider.

To prevent this, our solution is based on the automatic rewriting of the web application in such a way that the third party requests are redirected to a trusted third party server, called the Middle Party Server. It may be either controlled by a trusted party, or by a main site owner and automatically eliminates third-party tracking cookies and other technologies that may be exchanged by the browser and third party server

- Contact: Francis Doliére Some
- URL: http://www-sop.inria.fr/members/Doliere.Some/essos/

5.6. webstats

Webstats

KEYWORDS: Web Usage Mining - Statistic analysis - Security

FUNCTIONAL DESCRIPTION: The goal of this tool is to perform a large-scale monthly crawl of the top Alexa sites, collecting both inline scripts (written by web developers) and remote scripts, and establishing the popularity of remote scripts (such as Google Analytics and jQuery). With this data, we establish whether the collected scripts are actually written in a subset of JavaScript by analyzing the different constructs used in those scripts. Finally, we collect and analyze the HTTP headers of the different sites visited, and provide statistics about the usage of HTTPOnly and Secure cookies, and the Content Security Policy in top sites.

- Contact: Francis Doliére Some
- URL: https://webstats.inria.fr

5.7. Skini

Platform for creation and execution for audience participative music

KEYWORDS: Music - Interaction - Web Application - Synchronous Language

FUNCTIONAL DESCRIPTION: Skini is a platform form designing et performing collaborative music. It is based on two musical concept: pattern and orchestration. The orchestration is design using HipHop.js.

RELEASE FUNCTIONAL DESCRIPTION: Can be use for performance and création.

- Contact: Bertrand Petit

5.8. Platforms

5.8.1. BehaviorTrack

Keyword: Web tracking detection, Large-scale measurement

Description: In our study, we propose a tracking detection method inspired by analyzing behavior of invisible pixels. By crawling 84,658 webpages from 8,744 domains, we detect that third-party invisible pixels are widely deployed: they are present on more than 94.51% of domains and constitute 35.66% of all third-party images. We propose a fine-grained behavioral classification of tracking based on the analysis of invisible pixels. BehaviorTrack uses this classification to detect new categories of tracking and uncover new collaborations between domains on the full dataset of 4,216,454 third-party requests.

- Contact: Imane Fouad
- URL: http://www-sop.inria.fr/members/Imane.Fouad/pixeltrack

Kairos Project-Team

6. New Software and Platforms

6.1. VerCors

VERification of models for distributed communicating COmponants, with safety and Security

KEYWORDS: Software Verification - Specification language - Model Checking

FUNCTIONAL DESCRIPTION: The VerCors tools include front-ends for specifying the architecture and behaviour of components in the form of UML diagrams. We translate these high-level specifications, into behavioural models in various formats, and we also transform these models using abstractions. In a final step, abstract models are translated into the input format for various verification toolsets. Currently we mainly use the various analysis modules of the CADP toolset.

RELEASE FUNCTIONAL DESCRIPTION: It includes integrated graphical editors for GCM component architecture descriptions, UML classes, interfaces, and state-machines. The user diagrams can be checked using the recently published validation rules from, then the corresponding GCM components can be executed using an automatic generation of the application ADL, and skeletons of Java files.

The experimental version (2019) also includes algorithms for computing the symbolic semantics of Open Systems, using symbolic methods based on the Z3 SMT engine.

NEWS OF THE YEAR: The experimental version (2019) also includes: - algorithms for computing the symbolic semantics of Open Systems, using symbolic methods based on the Z3 SMT engine. - a stand alone textual editor for (open) pNet systems, that generates API code to construct their internal representation in the platform.

- Participants: Antonio Cansado, Bartlomiej Szejna, Eric Madelaine, Ludovic Henrio, Marcela Rivera, Nassim Jibai, Oleksandra Kulankhina, Siqi Li, Xudong Qin and Zechen Hou
- Partner: East China Normal University Shanghai (ECNU)
- Contact: Eric Madelaine
- URL: https://team.inria.fr/scale/software/vercors/

6.2. TimeSquare

KEYWORDS: Profil MARTE - Embedded systems - UML - IDM

SCIENTIFIC DESCRIPTION: TimeSquare offers six main functionalities:

* graphical and/or textual interactive specification of logical clocks and relative constraints between them,

* definition and handling of user-defined clock constraint libraries,

* automated simulation of concurrent behavior traces respecting such constraints, using a Boolean solver for consistent trace extraction,

* call-back mechanisms for the traceability of results (animation of models, display and interaction with waveform representations, generation of sequence diagrams...).

* compilation to pure java code to enable embedding in non eclipse applications or to be integrated as a time and concurrency solver within an existing tool.

* a generation of the whole state space of a specification (if finite of course) in order to enable model checking of temporal properties on it

FUNCTIONAL DESCRIPTION: TimeSquare is a software environment for the modeling and analysis of timing constraints in embedded systems. It relies specifically on the Time Model of the Marte UML profile, and more accurately on the associated Clock Constraint Specification Language (CCSL) for the expression of timing constraints.

- Participants: Benoît Ferrero, Charles André, Frédéric Mallet, Julien DeAntoni and Nicolas Chleq
- Contact: Julien DeAntoni
- URL: http://timesquare.inria.fr

6.3. GEMOC Studio

KEYWORDS: DSL - Language workbench - Model debugging

SCIENTIFIC DESCRIPTION: The language workbench put together the following tools seamlessly integrated to the Eclipse Modeling Framework (EMF):

- Melange, a tool-supported meta-language to modularly define executable modeling languages with execution functions and data, and to extend (EMF-based) existing modeling languages.
- MoCCML, a tool-supported meta-language dedicated to the specification of a Model of Concurrency and Communication (MoCC) and its mapping to a specific abstract syntax and associated execution functions of a modeling language.
- GEL, a tool-supported meta-language dedicated to the specification of the protocol between the execution functions and the MoCC to support the feedback of the data as well as the callback of other expected execution functions.
- BCOoL, a tool-supported meta-language dedicated to the specification of language coordination patterns to automatically coordinates the execution of, possibly heterogeneous, models.
- Sirius Animator, an extension to the model editor designer Sirius to create graphical animators for executable modeling languages.

FUNCTIONAL DESCRIPTION: The GEMOC Studio is an eclipse package that contains components supporting the GEMOC methodology for building and composing executable Domain-Specific Modeling Languages (DSMLs). It includes the two workbenches: The GEMOC Language Workbench: intended to be used by language designers (aka domain experts), it allows to build and compose new executable DSMLs. The GEMOC Modeling Workbench: intended to be used by domain designersto create, execute and coordinate models conforming to executable DSMLs. The different concerns of a DSML, as defined with the tools of the language workbench, are automatically deployed into the modeling workbench. They parametrize a generic execution framework that provide various generic services such as graphical animation, debugging tools, trace and event managers, timeline, etc.

- Participants: Didier Vojtisek, Dorian Leroy, Erwan Bousse, Fabien Coulon and Julien DeAntoni
- Partners: IRIT - ENSTA - I3S - OBEO - Thales TRT
- Contact: Benoît Combemale
- URL: http://gemoc.org/studio.html

6.4. BCOol

BCOoL

KEYWORDS: DSL - Language workbench - Behavior modeling - Model debugging - Model animation

FUNCTIONAL DESCRIPTION: BCOoL is a tool-supported meta-language dedicated to the specification of language coordination patterns to automatically coordinates the execution of, possibly heterogeneous, models.

- Participants: Julien DeAntoni, Matias Vara Larsen, Benoît Combemale and Didier Vojtisek
- Contact: Julien DeAntoni
- URL: http://www.gemoc.org

6.5. myMed

A geo-localised Framework for building Publish-Subscribe applications in a fixed and mobile environment

KEYWORDS: Framework - Peer-to-peer. - NoSQL - Mobile application - Social network - Publish-subscribe - Iot - Peer-to-peer

SCIENTIFIC DESCRIPTION: myMed : an ad-hoc framework to design, develop, host, and execute Publish-Subscribe based fully distributed applications running in a static or mobile network. Application examples can be found in Online Social Networks or in Resource Discovery for the IoT. In a nutshell myMed is composed by:

• A myMed Software Development Kit (SDK) to develop fixed and mobile web applications, but also to build native applications on Smartphones equipped with Android or iOS. Every module can be freely used without interfering with other applications, in a true Lego fashion.

• A myMed cloud to execute the mobile applications: the cloud is composed of a backbone of 50PCs, distributed through the "AlpMed" EuroRegion and following some precise network criteria (4G, optical Fiber, ..). The operating system running on those PC is a customised and partitioned version of Ubuntu to allow to use the PC as a myMed server as well as a ordinary desktops. As in Peer-to-Peer technology, we do not require that all machines belonging to the backbone are constantly running.

• A myMed backbone, based on a well-tested noSQL database, Cassandra, which can accommodate any number of users without any code changes. Machines can be classically concentrated on a data-center or – more interestingly – fully decentralized (modulo a decent internet connection). Failures of one or many machines do not affect the running of the system, thanks to replication of the data on several servers. A little collection of proof of concept applications to validate, experiment, and testing the development kit and the execution cloud have been implemented.

FUNCTIONAL DESCRIPTION: myMed is an experimental framework for implementing, hosting and deploying, on the top of a built-in cloud platform, many applications using intensively the Publish-Subscribe (PUB/SUB) paradigm, like e.g. Open Social Networks or Resource Discovery in a distributed data-base. Those applications could take advantage of sharing common software modules, hardware resources, making inter-communication and inter-interaction simpler and improving rapid development and deployement.

- Participants: Luigi Liquori, Claudio Casetti, Mariangiola Dezani and Mino Anglano
- Partners: Politecnico di Torino - Université de Nice Sophia Antipolis (UNS) - Università di Torino - Università del Piemonte Orientale
- Contact: Luigi Liquori
- URL: http://www.mymed.fr

6.6. JMaxGraph

KEYWORDS: Java - HPC - Graph algorithmics

FUNCTIONAL DESCRIPTION: JMaxGraph is a collection of techniques for the computation of large graphs on one single computer. The motivation for such a centralized computing platform originates in the constantly increasing efficiency of computers which now come with hundred gigabytes of RAM, tens of cores and fast drives. JMaxGraph implements a compact adjacency-table for the representation of the graph in memory. This data structure is designed to 1) be fed page by page, à-la GraphChi, 2) enable fast iteration, avoiding memory jumps as much as possible in order to benefit from hardware caches, 3) be tackled in parallel by multiple-threads. Also, JMaxGraph comes with a flexible and resilient batch-oriented middleware, which is suited to executing long computations on shared clusters. The first use-case of JMaxGraph allowed F. Giroire, T. Trolliet and S. Pérennes to count K2,2s, and various types of directed triangles in the Twitter graph of users (23G arcs, 400M vertices). The computation campaign took 4 days, using up to 400 cores in the NEF Inria cluster.

- Contact: Luc Hogie
- URL: http://www.i3s.unice.fr/~hogie/software/?name=jmaxgraph

6.7. Lopht

Logical to Physical Time Compiler

KEYWORDS: Real time - Compilation

SCIENTIFIC DESCRIPTION: The Lopht (Logical to Physical Time Compiler) has been designed as an implementation of the AAA methodology. Like SynDEx, Lopht relies on off-line allocation and scheduling techniques to allow real-time implementation of dataflow synchronous specifications onto multiprocessor systems. But there are several originality points: a stronger focus on efficiency, which results in the use of a compilation-like approach, a focus on novel target architectures (many-core chips and time-triggered embedded systems), and the possibility to handle multiple, complex non-functional requirements covering real-time (release dates and deadlines possibly different from period, major time frame, end-to-end flow constraints), ARINC 653 partitioning, the possibility to preempt or not each task, and finally SynDEx-like allocation.

FUNCTIONAL DESCRIPTION: Compilation of high-level embedded systems specifications into executable code for IMA/ARINC 653 avionics platforms. It ensures the functional and non-functional correctness of the generated code.

- Participants: Dumitru Potop-Butucaru, Manel Djemal, Thomas Carle and Zhen Zhang
- Contact: Dumitru Potop-Butucaru

6.8. LoPhT-manycore

Logical to Physical Time compiler for many cores

KEYWORDS: Real time - Compilation - Task scheduling - Automatic parallelization

SCIENTIFIC DESCRIPTION: Lopht is a system-level compiler for embedded systems, whose objective is to fully automate the implementation process for certain classes of embedded systems. Like in a classical compiler (e.g. gcc), its input is formed of two objects. The first is a program providing a platform-indepedent description of the functionality to implement and of the non-functional requirements it must satisfy (e.g. real-time, partitioning). This is provided under the form of a data-flow synchronous program annotated with non-functional requirements. The second is a description of the implementation platform, defining the topology of the platform, the capacity of its elements, and possibly platform-dependent requirements (e.g. allocation).

From these inputs, Lopht produces all the C code and configuration information needed to allow compilation and execution on the physical target platform. Implementations are correct by construction Resulting implementations are functionally correct and satisfy the non-functional requirements. Lopht-manycore is a version of Lopht targeting shared-memory many-core architectures.

The algorithmic core of Lopht-manycore is formed of timing analysis, allocation, scheduling, and code generation heuristics which rely on four fundamental choices. 1) A static (off-line) real-time scheduling approach where allocation and scheduling are represented using time tables (also known as scheduling or reservation tables). 2) Scalability, attained through the use of low-complexity heuristics for all synthesis and associated analysis steps. 3) Efficiency (of generated implementations) is attained through the use of precise representations of both functionality and the platform, which allow for fine-grain allocation of resources such as CPU, memory, and communication devices such as network-on-chip multiplexers. 4) Full automation, including that of the timing analysis phase.

The last point is characteristic to Lopht-manycore. Existing methods for schedulability analysis and real-time software synthesis assume the existence of a high-level timing characterization that hides much of the hardware complexity. For instance, a common hypothesis is that synchronization and interference costs are accounted for in the duration of computations. However, the high-level timing characterization is seldom (if ever) soundly derived from the properties of the platform and the program. In practice, large margins (e.g. 100%) with little formal justification are added to computation durations to account for hidden hardware complexity. Lopht-manycore overcomes this limitation. Starting from the worst-case execution time (WCET) estimations of

computation operations and from a precise and safe timing model of the platform, it maintains a precise timing accounting throughout the mapping process. To do this, timing accounting must take into account all details of allocation, scheduling, and code generation, which in turn must satisfy specific hypotheses.

FUNCTIONAL DESCRIPTION: Accepted input languages for functional specifications include dialects of Lustre such as Heptagon and Scade v4. To ensure the respect of real-time requirements, Lopht-manycore pilots the use of the worst-case execution time (WCET) analysis tool (ait from AbsInt). By doing this, and by using a precise timing model for the platform, Lopht-manycore eliminates the need to adjust the WCET values through the addition of margins to the WCET values that are usually both large and without formal safety guarantees. The output of Lopht-manycore is formed of all the multi-threaded C code and configuration information needed to allow compilation, linking/loading, and real-time execution on the target platform.

NEWS OF THE YEAR: In the framework of the ITEA3 ASSUME project we have extended the Lopht-manycore to allow multiple cores to access the same memory bank at the same time. To do this, the timing accounting of Lopht has been extended to take into account memory access interferences during the allocation and scheduling process. Lopht now also pilots the aiT static WCET analysis tool from AbsInt by generating the analysis scripts, thus ensuring the consistency between the hypotheses made by Lopht and the way timing analysis is performed by aiT. As a result, we are now able to synthesize code for the computing clusters of the Kalray MPPA256 platform. Lopht-manycore is evaluated on avionics case studies in the perspective of increasing its technology readiness level for this application class.

- Participants: Dumitru Potop-Butucaru and Keryan Didier
- Contact: Dumitru Potop-Butucaru

LEMON Project-Team

5. New Software and Platforms

5.1. SW2D

Shallow Water 2 Dimensions

KEYWORDS: Numerical simulations - Shallow water equations

FUNCTIONAL DESCRIPTION: Urban floods are usually simulated using two-dimensional shallow water models. A correct representation of the urban geometry and hydraulics would require that the average computational cell size be between 0.1 m and 1 m. The meshing and computation costs make the simulation of entire districts/conurbations impracticable in the current state of computer technology.

An alternative approach consists in upscaling the shallow water equations using averaging techniques. This leads to introducing storage and conveyance porosities, as well as additional source terms, in the mass and momentum balance equations. Various versions of porosity-based shallow water models have been proposed in the literature. The Shallow Water 2 Dimensions (SW2D) computational code embeds various finite volume discretizations of these models. Ituses fully unstructured meshes with arbitrary numbers of edges. The key features of the models and numerical techniques embedded in SW2D are :

- specific momentum/energy dissipation models that are active only under transient conditions. Such models, that are not present in classical shallow water models, stem from the upscaling of the shallow water equations and prove essential in modeling the features of fast urban flow transients accurately

- modified HLLC solvers for an improved discretization of the momentum source terms stemming from porosity gradients

- higher-order reconstruction techniques that allow for faster and more stable calculations in the presence of wetting/drying fronts.

RELEASE FUNCTIONAL DESCRIPTION: GUI, C++ translation

- Participant: Vincent Guinot
- Partner: Université de Montpellier
- Contact: Vincent Guinot

5.2. WindPoS-SDM-LAM

KEYWORDS: Numerical simulations - 3D - Fluid mechanics

FUNCTIONAL DESCRIPTION: Software platform for wind modeling.

- Authors: Antoine Rousseau, Cristian Paris Ibarra, Jacques Morice, Mireille Bossy and Sélim Kraria
- Contact: Mireille Bossy
- URL: https://windpos.inria.fr

5.3. SDM

Stochastic Downsaling Method

FUNCTIONAL DESCRIPTION: The computation of the wind at small scale and the estimation of its uncertainties is of particular importance for applications such as wind energy resource estimation. To this aim, starting in 2005, we have developed a new method based on the combination of an existing Numerical Weather Prediction model providing a coarse prediction, and a Lagrangian Stochastic Model for turbulent flows. This Stochastic Downscaling Method (SDM) requires a specific modeling of the turbulence closure, and involves various simulation techniques whose combination is totally original (such as Poisson solvers, optimal transportation mass algorithm, original Euler scheme for confined Langevin stochastic processes, and stochastic particle methods).

- Participants: Antoine Rousseau, Antoine Rousseau, Claire Chauvin, Frederic Bernardin and Mireille Bossy
- Contact: Mireille Bossy

5.4. OceaPoS-SDM

KEYWORDS: 3D - Turbulence - Oceanography - Numerical simulations - Stochastic models - Marine Energies

FUNCTIONAL DESCRIPTION: Simulation platform for ocean turbulence and interaction with hydroturbines

- Partner: MERIC
- Contact: Mireille Bossy

MATHNEURO Project-Team (section vide)

MCTAO Project-Team

6. New Software and Platforms

6.1. Hampath

KEYWORDS: Optimal control - Second order conditions - Differential homotopy - Ordinary differential equations

FUNCTIONAL DESCRIPTION: Hampath is a software developped to solve optimal control problems by a combination of Hamiltonian et path following methods. Hampath includes shooting and computation of conjugate points. It is an evolution of the software cotcot (apo.enseeiht.fr/cotcot). It has a Fortran kernel, uses Tapenade (www-sop.inria.fr/tropics/tapenade.html) for automatic differentiation and has a Matlab interface.

- Participants: Jean-Baptiste Caillau, Joseph Gergaud and Olivier Cots
- Contact: Jean-Baptiste Caillau
- URL: http://www.hampath.org

MORPHEME Project-Team

5. New Software and Platforms

5.1. Obj.MPP

KEYWORDS: Object detection - Marked Point Process - Parametric model

FUNCTIONAL DESCRIPTION: Obj.MPP implements the detection of parametric objects using a Marked Point Process (MPP). A parametric object is an n-dimensional piece of signal defined by a finite set of parameters. Detecting an object in a signal amounts to finding a position at which the signal can be described well enough by a specific set of parameters (unknowns of the detection problem). The detection task amounts to finding all such objects. Typically, the signal is a 2-dimensional grayscale image and the parametric objects are bright disks on a dark background. In this case, each object is defined by a single parameter: the disk radius. Note however that the core function of Obj.MPP is not tied to a particular context (2-dimensional imaging is just an example).

- Author: Eric Debreuve
- Contact: Eric Debreuve
- Publications: Stochastic geometry for image analysis - Multiple objects detection in biological images using a marked point process framework - An efficient optimizer for simple point process models - Multiple Birth and Cut Algorithm for Multiple Object Detection
- URL: https://team.inria.fr/morpheme/obj-mpp-object-detection-using-a-marked-point-process/

5.2. ATOLS

Adaptative Threshold Operator based on Level Sets

KEYWORDS: Object detection - Level Set

FUNCTIONAL DESCRIPTION: Atols is a Python script allowing to detect features on images using a contrast scoring. Thus, it's possible to detect features at different levels of intensity unlike a simple threshold which would only keep features above its value.

- Authors: Kevin Giulietti and Guillaume Lavisse
- Contact: Xavier Descombes
- URL: https://team.inria.fr/morpheme/software/

5.3. Small particle detection

KEYWORDS: Image processing - Image segmentation - Object detection - Computational biology - Fluorescence microscopy - Biomedical imaging

FUNCTIONAL DESCRIPTION: An algorithm primarily design to detect objects whose sizes aren't larger a few pixels (particles) on fluorescence microscopy images.

It is an simplified version of marked point process.

- Contact: Nicolas Cedilnik
- Publications: SPADE: A Small Particle Detection Method Using A Dictionary Of Shapes Within The Marked Point Process Framework - SPADE: A Small Particle Detection Method Using A Dictionary Of Shapes Within The Marked Point Process Framework
- URL: https://gitlab.inria.fr/ncedilni/spade

NACHOS Project-Team

5. New Software and Platforms

5.1. DIOGENeS

DIscOntinuous GalErkin Nanoscale Solvers

KEYWORDS: High-Performance Computing - Computational electromagnetics - Discontinuous Galerkin - Computational nanophotonics

FUNCTIONAL DESCRIPTION: The DIOGENeS software suite provides several tools and solvers for the numerical resolution of light-matter interactions at nanometer scales. A choice can be made between time-domain (DGTD solver) and frequency-domain (HDGFD solver) depending on the problem. The available sources, material laws and observables are very well suited to nano-optics and nano-plasmonics (interaction with metals). A parallel implementation allows to consider large problems on dedicated cluster-like architectures.

- Authors: Stéphane Lanteri, Nikolai Schmitt, Alexis Gobé and Jonathan Viquerat
- Contact: Stéphane Lanteri
- URL: https://diogenes.inria.fr/

5.2. GERShWIN

discontinuous GalERkin Solver for microWave INteraction with biological tissues

KEYWORDS: High-Performance Computing - Computational electromagnetics - Discontinuous Galerkin - Computational bioelectromagnetics

FUNCTIONAL DESCRIPTION: GERShWIN is based on a high order DG method formulated on unstructured tetrahedral meshes for solving the 3D system of time-domain Maxwell equations coupled to a Debye dispersion model.

- Contact: Stéphane Lanteri
- URL: http://www-sop.inria.fr/nachos/index.php/Software/GERShWIN

5.3. HORSE

High Order solver for Radar cross Section Evaluation

KEYWORDS: High-Performance Computing - Computational electromagnetics - Discontinuous Galerkin

FUNCTIONAL DESCRIPTION: HORSE is based on a high order HDG (Hybridizable Discontinuous Galerkin) method formulated on unstructured tetrahedral and hybrid structured/unstructured (cubic/tetrahedral) meshes for the discretization of the 3D system of frequency-domain Maxwell equations, coupled to domain decomposition solvers.

- Authors: Ludovic Moya and Alexis Gobé
- Contact: Stéphane Lanteri
- URL: http://www-sop.inria.fr/nachos/index.php/Software/HORSE

NEO Project-Team

6. New Software and Platforms

6.1. marmoteCore

Markov Modeling Tools and Environments - the Core

KEYWORDS: Modeling - Stochastic models - Markov model

FUNCTIONAL DESCRIPTION: marmoteCore is a C++ environment for modeling with Markov chains. It consists in a reduced set of high-level abstractions for constructing state spaces, transition structures and Markov chains (discrete-time and continuous-time). It provides the ability of constructing hierarchies of Markov models, from the most general to the particular, and equip each level with specifically optimized solution methods.

This software is developed within the ANR MARMOTE project: ANR-12-MONU-00019.

- Participants: Alain Jean-Marie, Hlib Mykhailenko, Benjamin Briot, Franck Quessette, Issam Rabhi, Jean-Marc Vincent and Jean-Michel Fourneau
- Partner: UVSQ
- Contact: Alain Jean-Marie
- Publications: marmoteCore: a Markov Modeling Platform - marmoteCore: a software platform for Markov modeling
- URL: http://marmotecore.gforge.inria.fr/

PRIVATICS Project-Team

5. New Software and Platforms

5.1. FECFRAME

FEC Framework following RFC 6363 specifications (https://datatracker.ietf.org/doc/rfc6363/)

KEYWORDS: Error Correction Code - Content delivery protocol - Robust transmission

FUNCTIONAL DESCRIPTION: This sofware implements the FECFRAME IETF standard (RFC 6363) co-authored by V. Roca, and is compliant with 3GPP specifications for mobile terminals. It enables the simultaneous transmission of multimedia flows to one or several destinations, while being robust to packet erasures that happen on wireless networks (e.g., 4G or Wifi). This software relies on the OpenFEC library (the open-source http://openfec.org version or the commercial version) that provides the erasure correction codes (or FEC) and thereby offer robustness in front of packet erasures.

- Participant: Vincent Roca
- Contact: Vincent Roca

5.2. Wombat

Wi-Fi tracking system for testing and demonstrational purpose

KEYWORDS: Wi-Fi - Privacy - Multimodal tracking of human activity - Wireless network

FUNCTIONAL DESCRIPTION: Wombat is a fully functional Wi-Fi tracking platform supporting three main features: collection, storage/processing, query/output. These three features are implemented through a distributed infrastructure composed of:

Sensor nodes: small devices with wireless monitoring capabilities. They collect information sent on wireless channels and forward it to the server. Central server: the central entity of the system. It receives data sent by sensor nodes and then stores it in an internal data structure. It is also in charge of answering queries related to the stored data.

To ensure communication between the sensor nodes and the server, the Wombat system relies on a wired network (Ethernet). In addition, Wombat can be enriched with a user interface and an opt-out node:

User interface: a device in charge of displaying detailed information about one or several tracked devices (see figure below). The device to display can be specified manually by its MAC address or through proximity detection. Opt-out node: an element in charge of implementing an opt-out mechanism for users refusing to be tracked by the system.

The system is made to work on a dedicated network (the server includes a DHCP server). Nodes can be switched off at any time (they function in read-only mode to be crash-proof).

- Partner: Insa de Lyon
- Contact: Mathieu Cunche
- URL: https://github.com/Perdu/wombat

5.3. Cookie glasses

KEYWORDS: GDPR - Cookie - Consent

SCIENTIFIC DESCRIPTION: In the paper Do Cookie Banners Respect my Choice? Measuring Legal Compliance of Banners from IAB Europe's Transparency and Consent Framework, we show that Consent Management Providers (CMPs) of IAB Europe's Transparency & Consent Framework (TCF) do not always respect user's choice. This extension allows users to verify that their consent is stored appropriately by themselves.

This extension for Firefox and Chrome queries CMPs of IAB Europe's TCF in the same position as a third-party advertiser, making it possible to see consent set by CMPs in real time. In other words, you can see whether consent registered by cookie banners is actually the consent you gave. Will only work with cookie banners of IAB Europe's TCF.

We also added a functionality to manually decode a so-called "consent string" of the framework.

- Participants: Célestin Matte and Nataliia Bielova
- Contact: Alain Prette

5.4. BELL

Browser fingerprinting via Extensions and Login-Leaks

KEYWORDS: Browser Extensions - Security and Privacy in Web Services - Social Networks Security and Privacy

FUNCTIONAL DESCRIPTION: Recent studies show that users can be tracked based on their web browser properties. This software is designed to conduct an experiment on such kinds of user tracking. In this experiment, we demonstrate that a Web user can also be tracked by

- her browser extensions (such as AdBlock, Pinterest, or Ghostery), and

- the websites she has logged in (such as Facebook, Gmail, or Twitter).

In the experiment, we collect user's browser fingerprint, together with the browser extensions installed and a list of websites she has logged in. We only collect anonymous data during the experiment (more details in our Privacy Policy [0]), we will securely store the data on an Inria server, use it only for research purposes and not share it with anyone outside of Inria.

- Contact: Gabor Gulyas
- URL: https://extensions.inrialpes.fr/

5.5. SWIF-codec

An open-source sliding window FEC codec

KEYWORD: Error Correction Code

FUNCTIONAL DESCRIPTION: This development is done in the context of the "Coding for Efficient Network Communications" IRTF Research Group (NWCRG, [https://datatracker.ietf.org/rg/nwcrg]) and IETF hackathon.

This work has strong relationships with the Generic API I-D [https://datatracker.ietf.org/doc/draft-roca-nwcrg-generic-fec-api/] and RFC 8681 on RLC codes [https://www.rfc-editor.org/rfc/rfc8681] as examples of sliding window codes.

- Authors: Vincent Roca, Cédric Adjih, Oumaima Attia and François Michel
- Contact: Vincent Roca
- URL: https://github.com/irtf-nwcrg/swif-codec

[0] https://extensions.inrialpes.fr/privacy.php

STAMP Project-Team

5. New Software and Platforms

5.1. Coq

The Coq Proof Assistant

KEYWORDS: Proof - Certification - Formalisation

SCIENTIFIC DESCRIPTION: Coq is an interactive proof assistant based on the Calculus of (Co-)Inductive Constructions, extended with universe polymorphism. This type theory features inductive and co-inductive families, an impredicative sort and a hierarchy of predicative universes, making it a very expressive logic. The calculus allows to formalize both general mathematics and computer programs, ranging from theories of finite structures to abstract algebra and categories to programming language metatheory and compiler verification. Coq is organised as a (relatively small) kernel including efficient conversion tests on which are built a set of higher-level layers: a powerful proof engine and unification algorithm, various tactics/decision procedures, a transactional document model and, at the very top an IDE.

FUNCTIONAL DESCRIPTION: Coq provides both a dependently-typed functional programming language and a logical formalism, which, altogether, support the formalisation of mathematical theories and the specification and certification of properties of programs. Coq also provides a large and extensible set of automatic or semi-automatic proof methods. Coq's programs are extractible to OCaml, Haskell, Scheme, ...

RELEASE FUNCTIONAL DESCRIPTION: Coq version 8.10 contains two major new features: support for a native fixed-precision integer type and a new sort SProp of strict propositions. It is also the result of refinements and stabilization of previous features, deprecations or removals of deprecated features, cleanups of the internals of the system and API, and many documentation improvements. This release includes many user-visible changes, including deprecations that are documented in the next subsection, and new features that are documented in the reference manual.

Version 8.10 is the fifth release of Coq developed on a time-based development cycle. Its development spanned 6 months from the release of Coq 8.9. Vincent Laporte is the release manager and maintainer of this release. This release is the result of 2500 commits and 650 PRs merged, closing 150+ issues.

See the Zenodo citation for more information on this release: https://zenodo.org/record/3476303#.Xe54f5NKjOQ

NEWS OF THE YEAR: Coq 8.10.0 contains:

- some quality-of-life bug fixes,
- a critical bug fix related to template polymorphism,
- native 63-bit machine integers,
- a new sort of definitionally proof-irrelevant propositions: SProp,
- private universes for opaque polymorphic constants,
- string notations and numeral notations,
- a new simplex-based proof engine for the tactics lia, nia, lra and nra,
- new introduction patterns for SSReflect,
- a tactic to rewrite under binders: under,
- easy input of non-ASCII symbols in CoqIDE, which now uses GTK3.

All details can be found in the user manual.

- Participants: Yves Bertot, Frédéric Besson, Maxime Denes, Emilio Jesús Gallego Arias, Gaëtan Gilbert, Jason Gross, Hugo Herbelin, Assia Mahboubi, Érik Martin-Dorel, Guillaume Melquiond, Pierre-Marie Pédrot, Michael Soegtrop, Matthieu Sozeau, Enrico Tassi, Laurent Théry, Théo Zimmermann, Theo Winterhalter, Vincent Laporte, Arthur Charguéraud, Cyril Cohen, Christian Doczkal and Chantal Keller
- Partners: CNRS - Université Paris-Sud - ENS Lyon - Université Paris-Diderot
- Contact: Matthieu Sozeau
- URL: http://coq.inria.fr/

5.2. Math-Components

Mathematical Components library

KEYWORD: Proof assistant

FUNCTIONAL DESCRIPTION: The Mathematical Components library is a set of Coq libraries that cover the prerequiste for the mechanization of the proof of the Odd Order Theorem.

RELEASE FUNCTIONAL DESCRIPTION: This releases is compatible with Coq 8.9 and Coq 8.10 it adds many theorems for finite function, prime numbers, sequences, finite types, bigo operations, natural numbers, cycles in graphs.

- Participants: Alexey Solovyev, Andrea Asperti, Assia Mahboubi, Cyril Cohen, Enrico Tassi, François Garillot, Georges Gonthier, Ioana Pasca, Jeremy Avigad, Laurence Rideau, Laurent Théry, Russell O'Connor, Sidi Ould Biha, Stéphane Le Roux and Yves Bertot
- Contact: Assia Mahboubi
- URL: http://math-comp.github.io/math-comp/

5.3. Semantics

KEYWORDS: Semantic - Programming language - Coq

FUNCTIONAL DESCRIPTION: A didactical Coq development to introduce various semantics styles. Shows how to derive an interpreter, a verifier, or a program analyser from formal descriptions, and how to prove their consistency.

This is a library for the Coq system, where the description of a toy programming language is presented. The value of this library is that it can be re-used in classrooms to teach programming language semantics or the Coq system. The topics covered include introductory notions to domain theory, pre and post-conditions, abstract interpretation, and the proofs of consistency between all these point of views on the same programming language. Standalone tools for the object programming language can be derived from this development.

- Participants: Christine Paulin and Yves Bertot
- Contact: Yves Bertot
- URL: http://www-sop.inria.fr/members/Yves.Bertot/proofs/semantics_survey.tgz

5.4. Easycrypt

KEYWORDS: Proof assistant - Cryptography

FUNCTIONAL DESCRIPTION: EasyCrypt is a toolset for reasoning about relational properties of probabilistic computations with adversarial code. Its main application is the construction and verification of game-based cryptographic proofs. EasyCrypt can also be used for reasoning about differential privacy.

- Participants: Benjamin Grégoire, Gilles Barthe and Pierre-Yves Strub
- Contact: Gilles Barthe
- URL: https://www.easycrypt.info/trac/

5.5. ELPI

Embeddable Lambda Prolog Interpreter

KEYWORDS: Constraint Programming - Programming language - Higher-order logic

SCIENTIFIC DESCRIPTION: The programming language has the following features

- Native support for variable binding and substitution, via an Higher Order Abstract Syntax (HOAS) embedding of the object language. The programmer needs not to care about De Bruijn indexes.

- Native support for hypothetical context. When moving under a binder one can attach to the bound variable extra information that is collected when the variable gets out of scope. For example when writing a type-checker the programmer needs not to care about managing the typing context.

- Native support for higher order unification variables, again via HOAS. Unification variables of the meta-language (lambdaProlog) can be reused to represent the unification variables of the object language. The programmer does not need to care about the unification-variable assignment map and cannot assign to a unification variable a term containing variables out of scope, or build a circular assignment.

- Native support for syntactic constraints and their meta-level handling rules. The generative semantics of Prolog can be disabled by turning a goal into a syntactic constraint (suspended goal). A syntactic constraint is resumed as soon as relevant variables gets assigned. Syntactic constraints can be manipulated by constraint handling rules (CHR).

- Native support for backtracking. To ease implementation of search.

- The constraint store is extensible. The host application can declare non-syntactic constraints and use custom constraint solvers to check their consistency.

- Clauses are graftable. The user is free to extend an existing program by inserting/removing clauses, both at runtime (using implication) and at "compilation" time by accumulating files.

Most of these feature come with lambdaProlog. Constraints and propagation rules are novel in ELPI.

FUNCTIONAL DESCRIPTION: ELPI implements a variant of lambdaProlog enriched with Constraint Handling Rules, a programming language well suited to manipulate syntax trees with binders and unification variables.

ELPI is a research project aimed at providing a programming platform for the so called elaborator component of an interactive theorem prover.

ELPI is designed to be embedded into larger applications written in OCaml as an extension language. It comes with an API to drive the interpreter and with an FFI for defining built-in predicates and data types, as well as quotations and similar goodies that come in handy to adapt the language to the host application.

RELEASE FUNCTIONAL DESCRIPTION: improvement to the parser (parsing negative numbers) improvement to the foreign function interface (accepting ternary comparison, instead of equality) adds ternary comparisons to the standard library provides a builtin comparison cmp_term provides a builtin to check whether a term is ground

NEWS OF THE YEAR: There were 7 releases in 2019. Work done mostly in these areas:

- consolidation (documentation, bug fixes, test suits)

- API and FFI (making it easier to export host applications to ELPI)

- standard library

- Participant: Claudio Sacerdoti Coen
- Contact: Enrico Tassi
- Publications: ELPI: fast, Embeddable, λProlog Interpreter - Implementing Type Theory in Higher Order Constraint Logic Programming - Deriving proved equality tests in Coq-elpi: Stronger induction principles for containers in Coq
- URL: https://github.com/lpcic/elpi/

5.6. Coq-elpi

KEYWORDS: Metaprogramming - Extension

SCIENTIFIC DESCRIPTION: Coq-elpi provides a Coq plugin that embeds ELPI. It also provides a way to embed Coq's terms into lambdaProlog using the Higher-Order Abstract Syntax approach (HOAS) and a way to read terms back. In addition to that it exports to ELPI a set of Coq's primitives, e.g. printing a message, accessing the environment of theorems and data types, defining a new constant and so on. For convenience it also provides a quotation and anti-quotation for Coq's syntax in lambdaProlog. E.g. {{nat}} is expanded to the type name of natural numbers, or {{A -> B}} to the representation of a product by unfolding the -> notation. Finally it provides a way to define new vernacular commands and new tactics.

FUNCTIONAL DESCRIPTION: Coq plugin embedding ELPI

RELEASE FUNCTIONAL DESCRIPTION: Minor relase for extra API for global reference data types

NEWS OF THE YEAR: Releases 1.0, 1.1, and 1.2 were made in 2019, they constitute the first public release with tutorials and examples.

Work done in 2019 is mostly in these areas:

- expose a complete set of API to script Coq's vernacular language

- take advantage or recent ELPI API and FFI to convert back and forth terms containing existential variables (Evars)

- Contact: Enrico Tassi
- Publications: Deriving proved equality tests in Coq-elpi: Stronger induction principles for containers in Coq - Elpi: an extension language for Coq (Metaprogramming Coq in the Elpi λProlog dialect)

5.7. AutoGnP

KEYWORDS: Formal methods - Security - Cryptography

FUNCTIONAL DESCRIPTION: autoGnP is an automated tool for analyzing the security of padding-based public-key encryption schemes (i.e. schemes built from trapdoor permutations and hash functions). This years we extended the tool to be able to deal with schemes based on cyclic groups and bilinear maps.

- Participants: Benjamin Grégoire, Gilles Barthe and Pierre-Yves Strub
- Contact: Gilles Barthe
- URL: https://github.com/ZooCrypt/AutoGnP

5.8. MaskComp

KEYWORD: Masking

FUNCTIONAL DESCRIPTION: MaskComp is a compiler generating masked implémentation protected against side channel attack based on differential power analysis. It take a unmasked program in a syntaxe close to C and generate a new C protected program. We did not claim that the generate C program will be secure after compilation (C compiler can break protection), but it provide a good support for generating masked implementation.

- Contact: Benjamin Grégoire
- URL: https://sites.google.com/site/maskingcompiler/home

5.9. Jasmin

Jasmin compiler and analyser

KEYWORDS: Cryptography - Static analysis - Compilers

FUNCTIONAL DESCRIPTION: Analysing the execution time of a cryptographic code can be a way to discover the secret protected by this code. To avoid this pitfall, Jasmin proposes a high-level language and an analyzer for this language that makes it possible to predict when the execution of this code will happen in constant time and thus does not unveil the secret (for instance, the cryptographic key). Once the Jasmin code is valid with respect to the analyzer, the compiler produces assembly code that still preserves this property of constant time.

- Contact: Benjamin Grégoire

5.10. MaskVerif

KEYWORDS: Masking - Hardware and Software Platform

FUNCTIONAL DESCRIPTION: MaskVerif is a tool to verify the security of implementations protected against side channel attacks, in particular differential power analysis. It allows to check different security notions in the probing model: - Probing security - Non Interference - Strong Non Interference. The tool is able to analyse software implementations and hardware implementations (written in Verilog). It can prove the different security notions in presence of glitch or transition.

- Contact: Benjamin Grégoire
- URL: https://sites.google.com/view/maskverif/home

5.11. CoqEAL

The Coq Effective Algebra Library

KEYWORD: Proof assistant

FUNCTIONAL DESCRIPTION: This library contains formal developments in algebra and optimized algorithms on mathcomp data structures and a framework to ease change of data representation during a proof.

RELEASE FUNCTIONAL DESCRIPTION: First release

- Contact: Cyril Cohen

5.12. math-comp-analysis

Mathematical Components Analysis

KEYWORD: Proof assistant

FUNCTIONAL DESCRIPTION: This library adds definitions and theorems for real numbers and their mathematical structures

RELEASE FUNCTIONAL DESCRIPTION: Compatible with mathcomp 1.8.0, 1.9.0, and 1.10.0

NEWS OF THE YEAR: In 2019, there were 3 releases.

- Partners: Ecole Polytechnique - AIST Tsukuba
- Contact: Cyril Cohen
- Publication: Formalization Techniques for Asymptotic Reasoning in Classical Analysis
- URL: https://github.com/math-comp/analysis

5.13. math-comp-finmap

Finite maps and ordered types library

KEYWORD: Proof assistant

FUNCTIONAL DESCRIPTION: Support for reasoning about finite maps and ordered types

RELEASE FUNCTIONAL DESCRIPTION: This release is solely an update of order.v and set.v in order to integrate the changes in math-comp/math-comp#270

- Contact: Cyril Cohen

5.14. math-comp-real-closed

Real Closed Fields

KEYWORD: Proof assistant

FUNCTIONAL DESCRIPTION: Theorems for real closed fields

RELEASE FUNCTIONAL DESCRIPTION: First release

- Contact: Cyril Cohen
- URL: https://github.com/math-comp/real-closed

Stars Project-Team

5. New Software and Platforms

5.1. SUP

Scene Understanding Platform

KEYWORDS: Activity recognition - 3D - Dynamic scene

FUNCTIONAL DESCRIPTION: SUP is a software platform for perceiving, analyzing and interpreting a 3D dynamic scene observed through a network of sensors. It encompasses algorithms allowing for the modeling of interesting activities for users to enable their recognition in real-world applications requiring high-throughput.

- Participants: Etienne Corvée, François Brémond, Hung Nguyen and Vasanth Bathrinarayanan
- Partners: CEA - CHU Nice - USC Californie - Université de Hamburg - I2R
- Contact: François Brémond
- URL: https://team.inria.fr/stars/software

5.2. VISEVAL

FUNCTIONAL DESCRIPTION: ViSEval is a software dedicated to the evaluation and visualization of video processing algorithm outputs. The evaluation of video processing algorithm results is an important step in video analysis research. In video processing, we identify 4 different tasks to evaluate: detection, classification and tracking of physical objects of interest and event recognition.

- Participants: Bernard Boulay and François Brémond
- Contact: François Brémond
- URL: http://www-sop.inria.fr/teams/pulsar/EvaluationTool/ViSEvAl_Description.html

TITANE Project-Team

6. New Software and Platforms

6.1. CGAL Barycentric_coordinates_2

Module CGAL : Barycentric coordinates 2D

KEYWORD: Computational geometry

FUNCTIONAL DESCRIPTION: This package offers an efficient and robust implementation of two-dimensional closed-form generalized barycentric coordinates defined for simple two-dimensional polygons.

- Participants: Dmitry Anisimov and Pierre Alliez
- Contact: Pierre Alliez

6.2. dtk-nurbs-probing

KEYWORDS: Algorithm - CAD - Numerical algorithm - Geometric algorithms

FUNCTIONAL DESCRIPTION: This library offers tools for computing intersection between linear primitives and the constitutive elements of CAD objects (curves and surfaces). It is thus possible to compute intersections between a linear primitive with a trimmed or untrimmed NURBS surface, as well with Bezier surfaces. It is also possible, in the xy plane, to compute the intersections between linear primitives and NURBS curves as well as Bezier curves.

- Participants: Come Le Breton, Laurent Busé and Pierre Alliez
- Contact: Come Le Breton

6.3. Module CGAL : Point Set Processing

KEYWORD: Geometry Processing

FUNCTIONAL DESCRIPTION: This CGAL component implements methods to analyze and process unorganized point sets. The input is an unorganized point set, possibly with normal attributes (unoriented or oriented). The point set can be analyzed to measure its average spacing, and processed through functions devoted to the simplification, outlier removal, smoothing, normal estimation, normal orientation and feature edges estimation.

- Participants: Clément Jamin, Laurent Saboret and Pierre Alliez
- Contact: Pierre Alliez
- URL: http://doc.cgal.org/latest/Point_set_processing_3/index.html#Chapter_Point_Set_Processing

6.4. Module CGAL : Scale space surface reconstruction

KEYWORD: Geometric algorithms

SCIENTIFIC DESCRIPTION: This CGAL package implements a surface reconstruction method which takes as input an unordered point set and computes a triangulated surface mesh interpolating the point set. We assume that the input points were sampled from the surface of an object. The method can also process point sets sampled from the interior of the object, although we cannot provide guarantees on the output. This method can handle a decent amount of noise and outliers. The point set may greatly undersample the object in occluded regions, although no surface will be reconstructed to fill these regions.

FUNCTIONAL DESCRIPTION: This method allows to reconstruct a surface that interpolates a set of 3D points. This method provides an efficient alternative to the Poisson surface reconstruction method. The main difference in output is that this method reconstructs a surface that interpolates the point set (as opposed to approximating the point set). How the surface connects the points depends on a scale variable, which can be estimated semi-automatically.

- Participants: Pierre Alliez and Thijs Van Lankveld
- Contact: Pierre Alliez

6.5. Module Gudhi : Skeleton-Blockers

Skeleton-Blockers data-structure

KEYWORDS: C++ - Mesh - Triangulation - Topology - 3D

FUNCTIONAL DESCRIPTION: Skeleton-Blockers is a compact, efficient and generic data-structure that can represent any simplicial complex. The implementation is in C++11.

- Participant: David Salinas
- Contact: David Salinas
- URL: https://project.inria.fr/gudhi/software/

6.6. DPP

Delaunay Point Process for image analysis

KEYWORDS: Computer vision - Shape recognition - Delaunay triangulation - Stochastic process

FUNCTIONAL DESCRIPTION: The software extract 2D geometric structures (planar graphs, polygons...) from images

- Participants: Jean-Dominique Favreau, Florent Lafarge and Adrien Bousseau
- Contact: Florent Lafarge
- Publication: Extracting Geometric Structures in Images with Delaunay Point Processes

6.7. KIPPI

KInetic Polygonal Partitioning of Images

KEYWORDS: Computer vision - Computational geometry - Image segmentation

SCIENTIFIC DESCRIPTION: The scientific description of the algorithm is detailed in [Bauchet and Lafarge, KIPPI: KInetic Polygonal Partitioning of Images, CVPR 2018]

FUNCTIONAL DESCRIPTION: KIPPI decompose an image, or a bounded 2D space, into convex polygons. The method exploits a kinetic framework for propagating and colliding line-segments until forming convex polygons.

- Participants: Jean-Philippe Bauchet and Florent Lafarge
- Contact: Florent Lafarge

6.8. Module CGAL: 3D Point-Set Shape Detection

KEYWORD: CGAL

FUNCTIONAL DESCRIPTION: This package implements the efficient RANSAC method for shape detection, contributed by Schnabel et al. From an unstructured point set with unoriented normals, the algorithm detects a set of shapes. Five types of primitive shapes are provided by this package: plane, sphere, cylinder, cone and torus. Detecting other types of shapes is possible by implementing a class derived from a base shape.

- Participants: Clément Jamin, Pierre Alliez and Sven Oesau
- Contact: Pierre Alliez

6.9. CGAL module: Classification

KEYWORDS: Classification - Point cloud - Mesh

FUNCTIONAL DESCRIPTION: This CGAL module aims at classifying 3D data, typically point clouds, into arbitrary classes of interest. The module offers the user the possibility to segment data i) locally or globally, and ii) in an supervised or unsupervised way.

- Authors: Florent Lafarge and Simon Giraudot
- Contact: Florent Lafarge

6.10. SMICER

KEYWORDS: Geometric modeling - Computational geometry - Polyhedral meshes

FUNCTIONAL DESCRIPTION: The software allows the decomposition of a 3D domain into a polyhedra from a set of planar shapes

- Participants: Florent Lafarge and Pierre Alliez
- Contact: Florent Lafarge

6.11. Stochastic Vectorization

KEYWORDS: Vector graphics - Stochastic models

FUNCTIONAL DESCRIPTION: The software converts a line-drawing image into Bezier curves.

- Participants: Jean-Dominique Favreau, Florent Lafarge and Adrien Bousseau
- Contact: Florent Lafarge
- Publication: 01309271

TOSCA Team

5. New Software and Platforms

5.1. diamss

KEYWORDS: High-performance calculation - Computation - Stochastic process

FUNCTIONAL DESCRIPTION: Numerical resolution of Keller-Segel equations and everal numerical tests.

- Participants: Denis Talay, Hector Olivero-Quinteros and Milica Tomasevic
- Contact: Denis Talay

5.2. ExitBM

FUNCTIONAL DESCRIPTION: The exitbm library provides methods to simulate random variables related to the first exit time and position of the Brownian motion from simple domains, namely intervals, squares and rectangles.

- Participants: Antoine Lejay and Madalina Deaconu
- Contact: Antoine Lejay
- URL: http://exitbm.gforge.inria.fr/

5.3. MOC

Models Of Chemostat

KEYWORD: Simulator

FUNCTIONAL DESCRIPTION: MOC (for Models of Chemostat) is a Python simulator of four chemostat models: a mass-structured stochastic individual based model, a mass-structured integro-differential model, the Crump-Young model and a system of ordinary differential equations. This software allows to simulate one or several of those models with different parameters, to plot graphics of evolution of biomass concentration, number of bacteria and substrate concentration as well as the phase portrait, to determine the law of the extinction time of the bacterial population in case of population extinction.

- Participants: Coralie Fritsch and Fabien Campillo
- Contact: Coralie Fritsch
- URL: https://github.com/coraliefritsch/modelsOfChemostat

5.4. SDM

Stochastic Downsaling Method

FUNCTIONAL DESCRIPTION: The computation of the wind at small scale and the estimation of its uncertainties is of particular importance for applications such as wind energy resource estimation. To this aim, starting in 2005, we have developed a new method based on the combination of an existing Numerical Weather Prediction model providing a coarse prediction, and a Lagrangian Stochastic Model for turbulent flows. This Stochastic Downscaling Method (SDM) requires a specific modeling of the turbulence closure, and involves various simulation techniques whose combination is totally original (such as Poisson solvers, optimal transportation mass algorithm, original Euler scheme for confined Langevin stochastic processes, and stochastic particle methods).

- Participants: Antoine Rousseau, Antoine Rousseau, Claire Chauvin, Frederic Bernardin and Mireille Bossy
- Contact: Mireille Bossy

5.5. SDM-Log

- Participants: Antoine Rousseau, Claire Chauvin, Frederic Bernardin, Jacques Morice and Mireille Bossy
- Contact: Mireille Bossy

5.6. WindPoS-SDM-LAM

KEYWORDS: Numerical simulations - 3D - Fluid mechanics

FUNCTIONAL DESCRIPTION: Software platform for wind modeling.

- Authors: Antoine Rousseau, Cristian Paris Ibarra, Jacques Morice, Mireille Bossy and Sélim Kraria
- Contact: Mireille Bossy
- URL: https://windpos.inria.fr

5.7. WindPoS-ATM

KEYWORDS: 3D - Co-simulation - Fluid mechanics

- Authors: Philippe Drobinski, Antoine Rousseau, Mireille Bossy, Jacques Morice and Thomas Dubos
- Partners: Ecole Polytechnique - Laboratoire de Météorologie Dynamique
- Contact: Mireille Bossy
- URL: https://windpos.inria.fr/projects/windpos/

5.8. WindPoS-CIV

WinsPoS-CIV (Configuration Interface and Visualization)

- Authors: Sélim Kraria, Antoine Rousseau and Mireille Bossy
- Contact: Mireille Bossy

5.9. SBM

Skew Brownian Motion

KEYWORDS: Monte-Carlo methods - Skew Brownian Motion

FUNCTIONAL DESCRIPTION: SBM is a code allowing exact or approximated simulations of the Skew Brownian Motion. This code is used for the simulation, with a Monte-Carlo approach, of a 1D diffusion process with a discontinuous diffusion coefficient. Several benchmark tests are also implemented.

NEWS OF THE YEAR: - Refactoring and Cmake compilation - Automatic non regression tests on ci-inria.fr - Full documentation - Open source project on gitlab-inria

- Authors: Antoine Lejay and Géraldine Pichot
- Contact: Antoine Lejay
- Publication: Simulating diffusion processes in discontinuous media: Benchmark tests
- URL: https://gitlab.inria.fr/lejay/sbm

WIMMICS Project-Team

6. New Software and Platforms

6.1. CORESE

COnceptual REsource Search Engine

KEYWORDS: Semantic Web - Search Engine - RDF - SPARQL

FUNCTIONAL DESCRIPTION: Corese is a Semantic Web Factory, it implements W3C RDF, RDFS, OWL RL, SHACL, SPARQL 1 .1 Query and Update as well as RDF Inference Rules.

Furthermore, Corese query language integrates original features such as approximate search and extended Property Path. It provides STTL: SPARQL Template Transformation Language for RDF graphs. It also provides LDScript: a Script Language for Linked Data. Corese provides distributed federated query processing.

- Participants: Erwan Demairy, Fabien Gandon, Fuqi Song, Olivier Corby, Olivier Savoie and Virginie Bottollier
- Partners: I3S - Mnemotix
- Contact: Olivier Corby
- URL: http://wimmics.inria.fr/corese

6.2. DBpedia

KEYWORDS: RDF - SPARQL

FUNCTIONAL DESCRIPTION: DBpedia is an international crowd-sourced community effort to extract structured information from Wikipedia and make this information available on the semantic Web as linked open data. The DBpedia triple stores then allow anyone to solve sophisticated queries against Wikipedia extracted data, and to link the different data sets on these data. The French chapter of DBpedia was created and deployed by Wimmics and is now an online running platform providing data to several projects such as: QAKIS, Izipedia, zone47, Sépage, HdA Lab., JocondeLab, etc.

RELEASE FUNCTIONAL DESCRIPTION: The new release is based on updated Wikipedia dumps and the inclusion of the DBpedia history extraction of the pages.

- Participants: Fabien Gandon and Elmahdi Korfed
- Contact: Fabien Gandon
- URL: http://wiki.dbpedia.org/

6.3. Discovery Hub

Discovery Hub Exploratory Search Engine

KEYWORD: Search Engine

FUNCTIONAL DESCRIPTION: Recommandation system on top of DBpedia

- Participants: Alain Giboin, Emilie Palagi, Fabien Gandon and Nicolas Marie
- Partner: Alcatel-Lucent
- Contact: Fabien Gandon
- URL: http://discoveryhub.co/

6.4. Fuzzy labelling argumentation module

Fuzzy labelling algorithm for abstract argumentation

KEYWORDS: Artificial intelligence - Multi-agent - Knowledge representation - Algorithm

FUNCTIONAL DESCRIPTION: The goal of the algorithm is to compute the fuzzy acceptability degree of a set of arguments in an abstract argumentation framework. The acceptability degree is computed from the trustworthiness associated with the sources of the arguments.

- Participant: Serena Villata
- Contact: Serena Villata

6.5. Qakis

Question-Answering wiki framework based system

KEYWORD: Natural language

FUNCTIONAL DESCRIPTION: The QAKiS system implements question answering over DBpedia. QAKiS allows end users to submit a query to an RDF triple store in English and to obtain the answer in the same language, hiding the complexity of the non-intuitive formal query languages involved in the resolution process. At the same time, the expressiveness of these standards is exploited to scale to the huge amounts of available semantic data. Its major novelty is to implement a relation-based match for question interpretation, to convert the user question into a query language (e.g. SPARQL). English, French and German DBpedia chapters are the RDF data sets to be queried using a natural language interface.

- Participants: Alessio Palmero Aprosio, Amine Hallili, Elena Cabrio, Fabien Gandon, Julien Cojan and Serena Villata
- Contact: Elena Cabrio
- URL: http://www.qakis.org/

ZENITH Project-Team

6. New Software and Platforms

6.1. Pl@ntNet

KEYWORDS: Plant identification - Deep learning - Citizen science

FUNCTIONAL DESCRIPTION: Pl@ntNet is a participatory platform and information system dedicated to the production of botanical data through deep learning-based plant identification. It includes 3 main front-ends, an Android app (the most advanced and the most used one), an iOs app (being currently re-developed) and a web version. The main feature of the application is to return the ranked list of the most likely species providing an image or an image set of an individual plant. In addition, Pl@ntNet's search engine returns the images of the dataset that are the most similar to the queried observation allowing interactive validation by the users. The back-office running on the server side of the platform is based on Snoop visual search engine (a software developed by ZENITH) and on NewSQL technologies for the data management. The application is distributed in more than 180 countries (10M downloads) and allows identifying about 20K plant species at present time.

- Participants: Antoine Affouard, Jean-Christophe Lombardo, Pierre Bonnet, Hervé Goëau, Mathias Chouet and Julien Champ
- Contact: Alexis Joly
- Publication: Pl@ntNet app in the era of deep learning

6.2. ThePlantGame

KEYWORD: Crowd-sourcing

FUNCTIONAL DESCRIPTION: ThePlantGame is a participatory game whose purpose is the production of big taxonomic data to improve our knowledge of biodiversity. One major contribution is the active training of the users based on innovative sub-task creation and assignment processes that are adaptive to the increasing skills of the user. Thousands of players are registered and produce on average about tens new validated plant observations per day. The accuracy of the produced taxonnomic tags is very high (about 95%), which is quite impressive considering the fact that a majority of users are beginners when they start playing.

- Participants: Maximilien Servajean and Alexis Joly
- Contact: Alexis Joly
- Publication: Crowdsourcing Thousands of Specialized Labels: A Bayesian Active Training Approach

6.3. Chiaroscuro

KEYWORDS: Privacy - P2P - Data mining

FUNCTIONAL DESCRIPTION: Chiaroscuro is a complete solution for clustering personal data with strong privacy guarantees. The execution sequence produced by Chiaroscuro is massively distributed on personal devices, coping with arbitrary connections and disconnections. Chiaroscuro builds on our novel data structure, called Diptych, which allows the participating devices to collaborate privately by combining encryption with differential privacy. Our solution yields a high clustering quality while minimizing the impact of the differentially private perturbation.

- Participants: Tristan Allard, Georges Hebrail, Florent Masseglia and Esther Pacitti
- Contact: Florent Masseglia
- Publication: Chiaroscuro: Transparency and Privacy for Massive Personal Time-Series Clustering

6.4. DfAnalyzer

Dataflow Analysis

KEYWORDS: Data management - Monitoring - Runtime Analysis

FUNCTIONAL DESCRIPTION: DfAnalyzer is a tool for monitoring, debugging, steering, and analysis of dataflows while being generated by scientific applications. It works by capturing strategic domain data, registering provenance and execution data to enable queries at runtime. DfAnalyzer provides lightweight dataflow monitoring components to be invoked by high performance applications. It can be plugged in scripts, or Spark applications, in the same way users already plug visualization library components.

- Participants: Vitor Sousa Silva, Daniel De Oliveira, Marta Mattoso and Patrick Valduriez
- Partners: COPPE/UFRJ - Uff
- Contact: Patrick Valduriez
- Publication: DfAnalyzer: Runtime Dataflow Analysis of Scientific Applications using Provenance
- URL: https://github.com/vssousa/dfanalyzer-spark

6.5. CloudMdsQL Compiler

KEYWORDS: Optimizing compiler - NoSQL - Data integration

FUNCTIONAL DESCRIPTION: The CloudMdsQL (Cloud Multi-datastore Query Language) polystore transforms queries expressed in a common SQL-like query language into an optimized query execution plan to be executed over multiple cloud data stores (SQL, NoSQL, HDFS, etc.) through a query engine. The compiler/optimizer is implemented in C++ and uses the Boost.Spirit framework for parsing context-free grammars. CloudMdsQL has been validated on relational, document and graph data stores in the context of the CoherentPaaS European project.

- Participants: Boyan Kolev, Oleksandra Levchenko and Patrick Valduriez
- Contact: Patrick Valduriez
- Publication: CloudMdsQL: Querying Heterogeneous Cloud Data Stores with a Common Language

6.6. Savime

Simulation And Visualization IN-Memory

KEYWORDS: Data management. - Distributed Data Management

FUNCTIONAL DESCRIPTION: SAVIME is a multi-dimensional array DBMS for scientific applications. It supports a novel data model called TARS (Typed ARray Schema), which extends the basic array data model with typed arrays. In TARS, the support of application dependent data characteristics is provided through the definition of TAR objects, ready to be manipulated by TAR operators. This approach provides much flexibility for capturing internal data layouts through mapping functions, which makes data ingestion independent of how simulation data has been produced, thus minimizing ingestion time.

- Participants: Hermano Lustosa, Fabio Porto and Patrick Valduriez
- Partner: LNCC - Laboratório Nacional de Computação Científica
- Contact: Patrick Valduriez
- Publication: TARS: An Array Model with Rich Semantics for Multidimensional Data

6.7. OpenAlea

KEYWORDS: Bioinformatics - Biology

FUNCTIONAL DESCRIPTION: OpenAlea is an open source project primarily aimed at the plant research community. It is a distributed collaborative effort to develop Python libraries and tools that address the needs of current and future works in Plant Architecture modeling. It includes modules to analyze, visualize and model the functioning and growth of plant architecture. It was formally developed in the Inria VirtualPlants team.

RELEASE FUNCTIONAL DESCRIPTION: OpenAlea 2.0 adds to OpenAlea 1.0 a high-level formalism dedicated to the modeling of morphogenesis that makes it possible to use several modeling paradigms (Blackboard, L-systems, Agents, Branching processes, Cellular Automata) expressed with different languages (Python, L-Py, R, Visual Programming, ...) to analyse and simulate shapes and their development.

- Participants: Christian Fournier, Christophe Godin, Christophe Pradal, Frédéric Boudon, Patrick Valduriez, Esther Pacitti and Yann Guédon
- Partners: CIRAD - INRA
- Contact: Christophe Pradal
- Publications: OpenAlea: Scientific Workflows Combining Data Analysis and Simulation - OpenAlea: A visual programming and component-based software platform for plant modeling

6.8. Triton Server

End-to-end Graph Mapper

KEYWORD: Web Application

FUNCTIONAL DESCRIPTION: A server for managing graph data and applications for mobile social networks. The server is built on top of the OrientDB graph database system and a distributed middleware. It provides an End-to-end Graph Mapper (EGM) for modeling the whole application as (i) a set of graphs representing the business data, the in-memory data structure maintained by the application and the user interface (tree of graphical components), and (ii) a set of standardized mapping operators that maps these graphs with each other.

- Participants: Didier Parigot, Patrick Valduriez and Benjamin Billet
- Contact: Didier Parigot
- Publication: End-to-end Graph Mapper

6.9. museval

KEYWORDS: Source Separation - Metric

SCIENTIFIC DESCRIPTION: museval is a Python package aimed at evaluating audio source separation algorithm on the musdb corpus.

It as a scientific tool of high impact, but of limited transfer importance, since it is only (but widely) used by the community to evaluate performance in scientific publications.

FUNCTIONAL DESCRIPTION: The BSSEval metrics, as implemented in the [MATLAB toolboxes](http://bass-db.gforge.inria.fr/bss_eval/) and their re-implementation in [mir_eval](http://craffel.github.io/mir_eval/#module-mir_eval.separation) are widely used in the audio separation literature. One particularity of BSSEval is to compute the metrics after optimally matching the estimates to the true sources through linear distortion filters. This allows the criteria to be robust to some linear mismatches. Apart from the optional evaluation for all possible permutations of the sources, this matching is the reason for most of the computation cost of BSSEval, especially considering it is done for each evaluation window when the metrics are computed on a framewise basis.

For this package, we enabled the option of having _time invariant_ distortion filters, instead of necessarily taking them as varying over time as done in the previous versions of BSS eval. First, enabling this option _significantly reduces_ the computational cost for evaluation because matching needs to be done only once for the whole signal. Second, it introduces much more dynamics in the evaluation, because time-varying matching filters turn out to over-estimate performance. Third, this makes matching more robust, because true sources are not silent throughout the whole recording, while they often were for short windows.

RELEASE FUNCTIONAL DESCRIPTION: This version makes museval compatible with the latest MUSDB package version

- Participant: Antoine Liutkus
- Contact: Antoine Liutkus
- Publication: The 2018 Signal Separation Evaluation Campaign

6.10. Imitates

Indexing and mining Massive Time Series

KEYWORDS: Time Series - Indexing - Nearest Neighbors

FUNCTIONAL DESCRIPTION: Time series indexing is at the center of many scientific works or business needs. The number and size of the series may well explode depending on the concerned domain. These data are still very difficult to handle and, often, a necessary step to handling them is in their indexing. Imitates is a Spark Library that implements two algorithms developed by Zenith. Both algorithms allow indexing massive amounts of time series (billions of series, several terabytes of data).

- Partners: New York University - Université Paris-Descartes
- Contact: Florent Masseglia
- Publication: ParCorr: efficient parallel methods to identify similar time series pairs across sliding windows

6.11. VersionClimber

KEYWORDS: Software engineering - Deployment - Versionning

FUNCTIONAL DESCRIPTION: VersionClimber is an automated system to help update the package and data infrastructure of a software application based on priorities that the user has indicated (e.g. I care more about having a recent version of this package than that one). The system does a systematic and heuristically efficient exploration (using bounded upward compatibility) of a version search space in a sandbox environment (Virtual Env or conda env), finally delivering a lexicographically maximum configuration based on the user-specified priority order. It works for Linux and Mac OS on the cloud.

- Participants: Christophe Pradal, Dennis Shasha, Sarah Cohen-Boulakia and Patrick Valduriez
- Partners: CIRAD - New York University
- Contact: Christophe Pradal
- Publication: VersionClimber: version upgrades without tears
- URL: https://versionclimber.readthedocs.io/

6.12. UMX

open-unmix

KEYWORDS: Source Separation - Audio

SCIENTIFIC DESCRIPTION: Implements state of the art audio/music source separation with DNNs.

This software is intended to serve as a reference in the domain. It has notably been the object of several scientific communications: 1. An Overview of Lead and Accompaniment Separation in Music https://hal-lirmm.ccsd.cnrs.fr/lirmm-01766781/ 2. Music separation with DNNs: making it work (ISMIR 2018 Tutorial) https://sigsep.github.io/ismir2018_tutorial/index.html#/cover

FUNCTIONAL DESCRIPTION: This software implements audio source separation with deep learning, using pytorch and tensorflow frameworks.

It comprises the code for both training and testing the separation networks, in a flexible manner.

Pre and post-processing around the actual deep neural nets include sophisticated specific multichannel filtering operations.

- Authors: Antoine Liutkus, Fabian Robert Stoter and Emmanuel Vincent
- Contact: Antoine Liutkus
- Publication: An Overview of Lead and Accompaniment Separation in Music