

# Marching Pixels



seit 1548

## Friedrich-Schiller-Universität Jena Institut für Informatik Technische Informatik II

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M. Komann

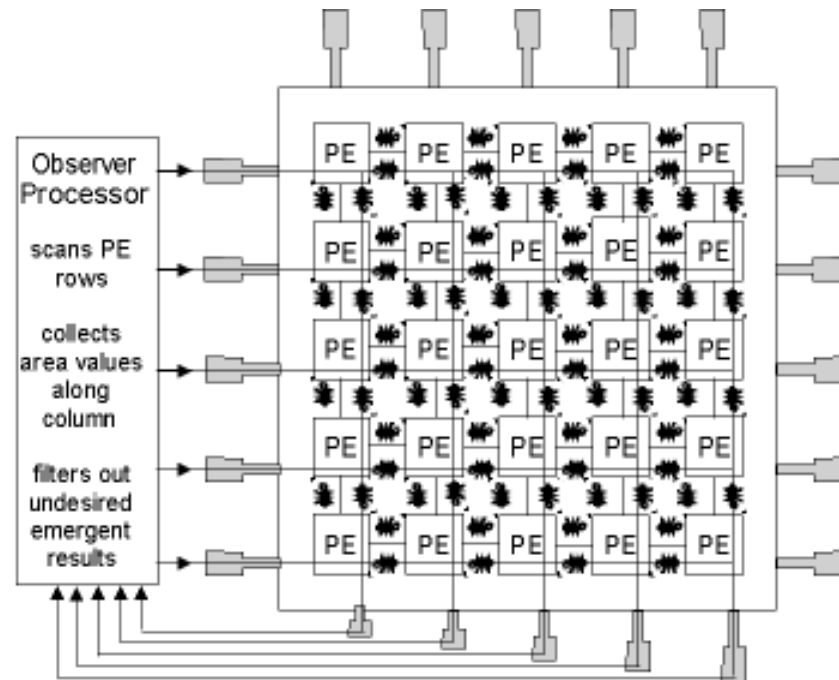
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# Initial Problem - Manual development of desired emergence

- Find Marching Pixel algorithms
  - ◆ Find centroid, area, edge length, orientation
  - ◆ Multiple objects
  - ◆ Harsh constraints
  - ◆ How is this done best?
- Find appropriate hardware structure



# Agenda

## ■ Results of the First Phase

- ◆ MP Toolbox
- ◆ Evolved Emergence
- ◆ Realisation in Hardware

## ■ Goals of the Second Phase

- ◆ Prototype chip
- ◆ Generic emergent fine-grained computing model
- ◆ Applications

# Results of the First Phase

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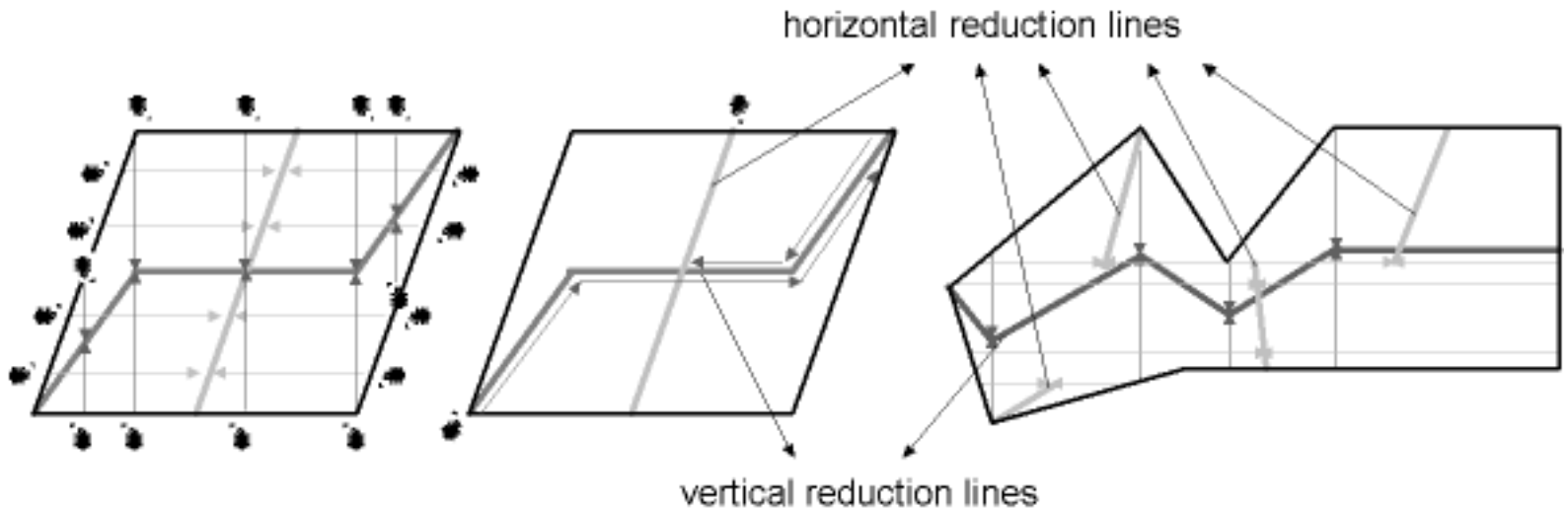
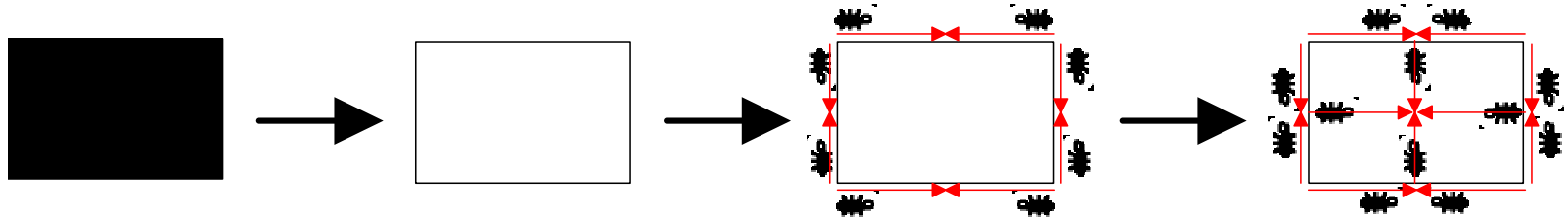
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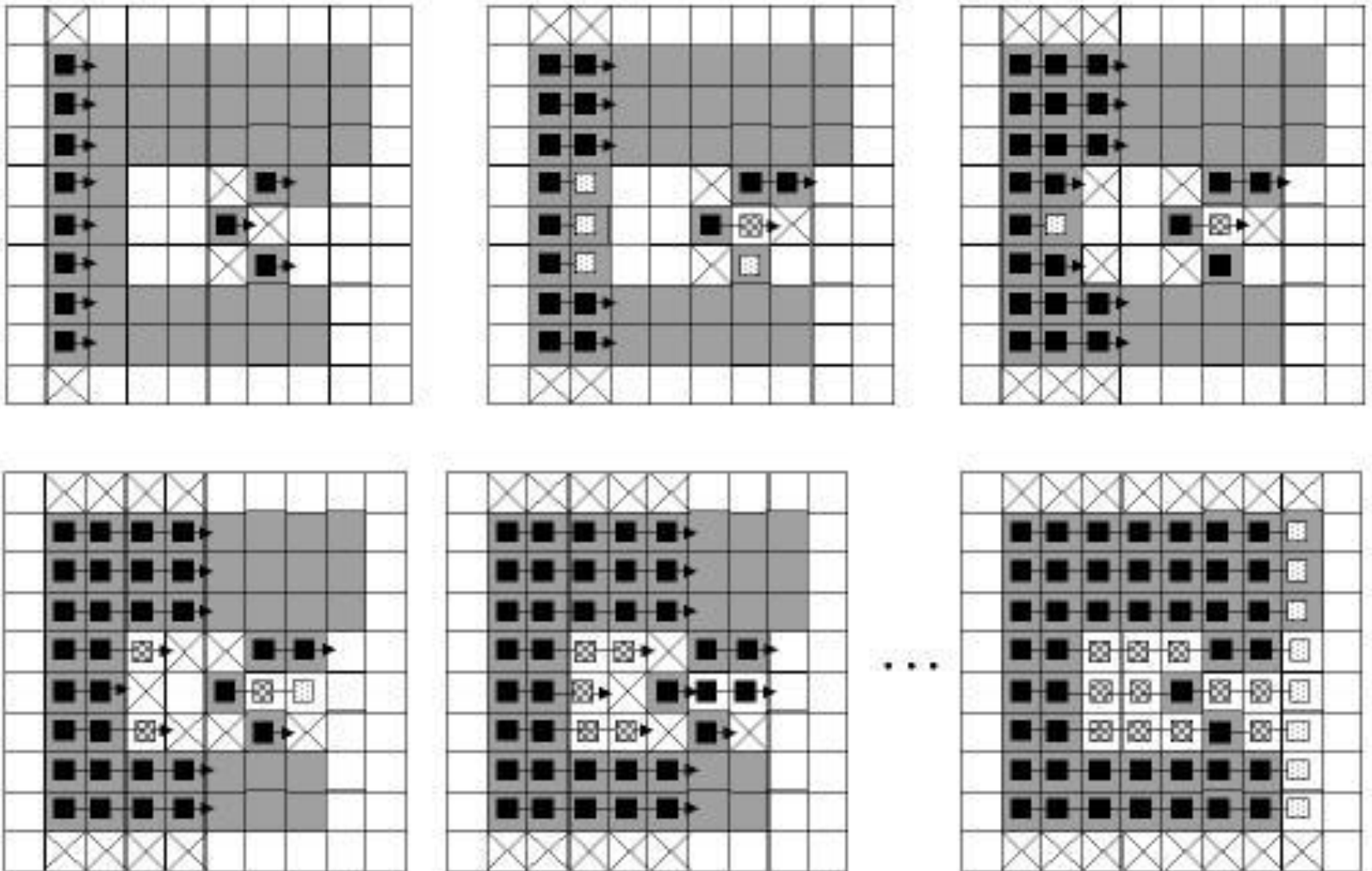
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# MP Toolbox – Edge Run, Reduction Lines

- Different objects -> different algorithms



# MP Toolbox - Flooding



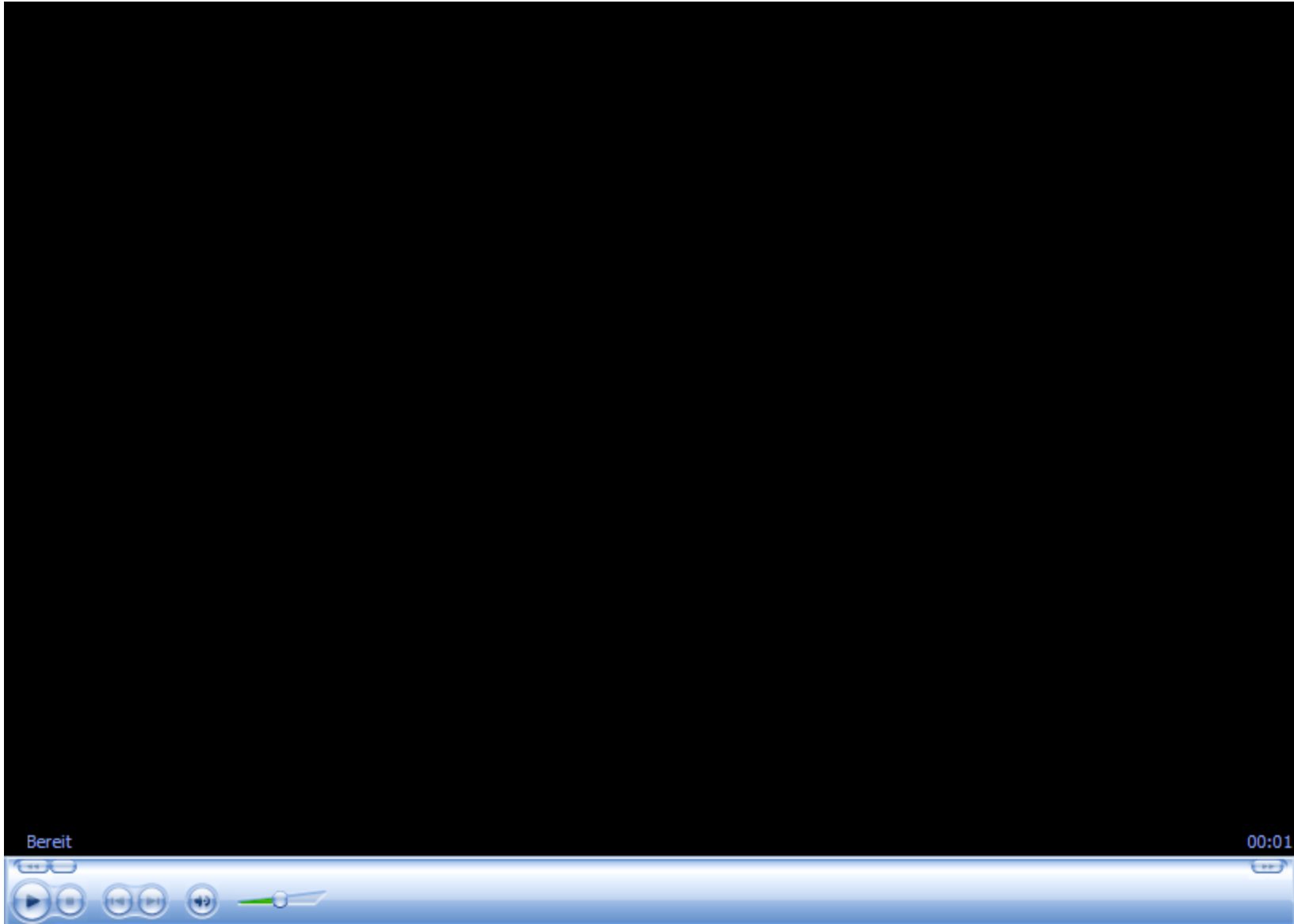
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# MP Toolbox - Flooding



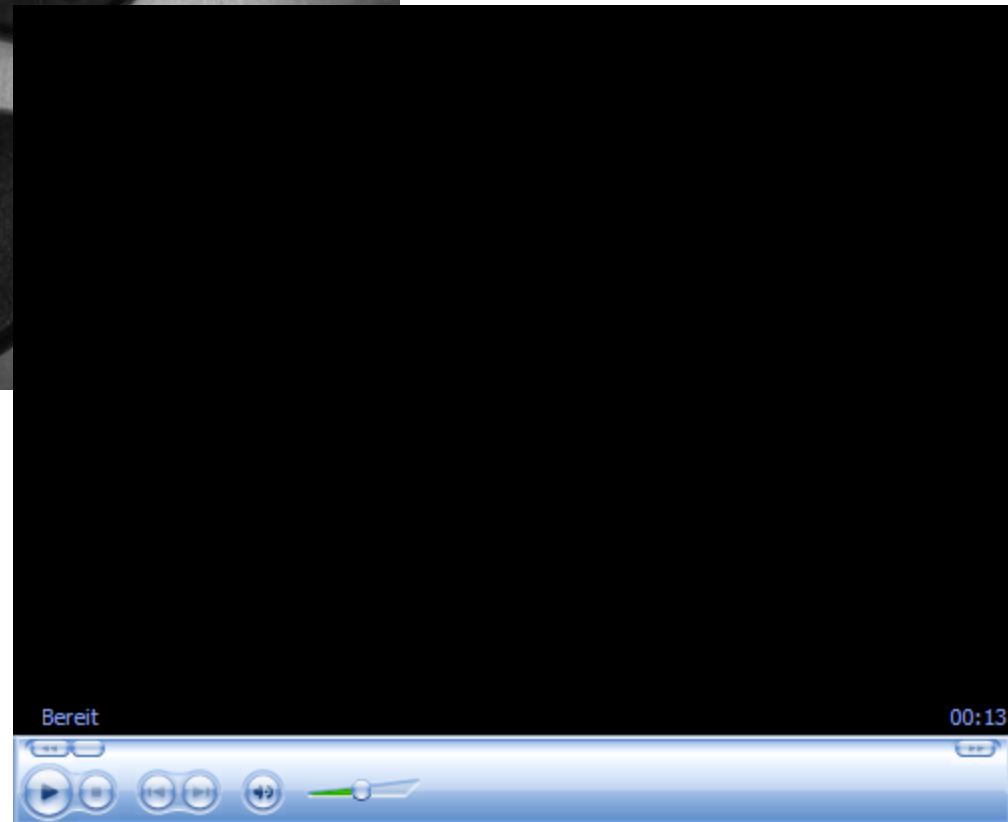
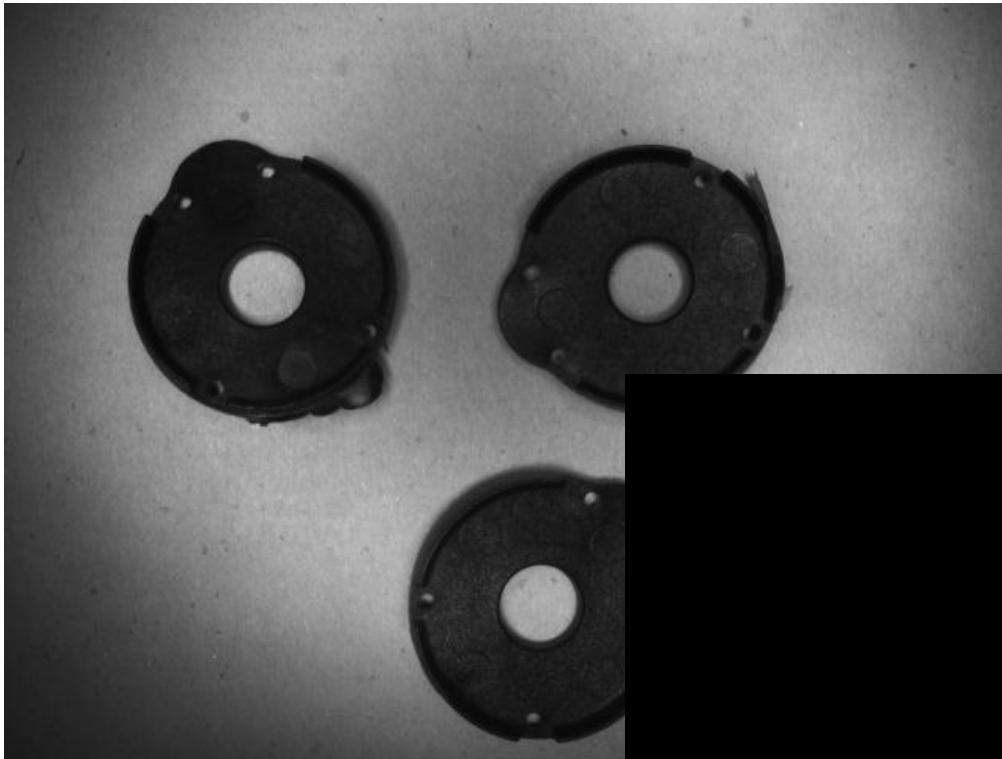
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# MP Toolbox – Opposite Flooding



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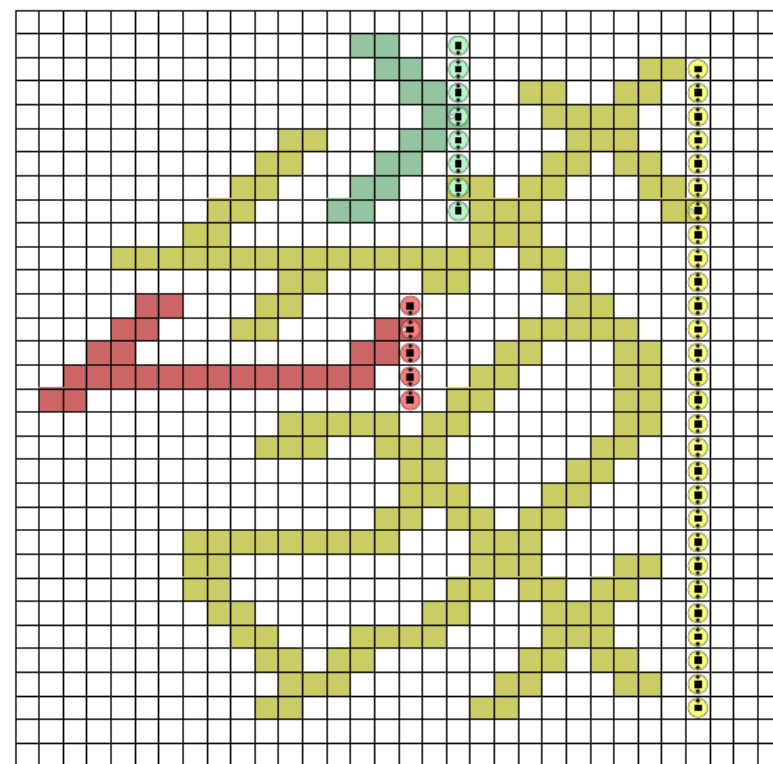
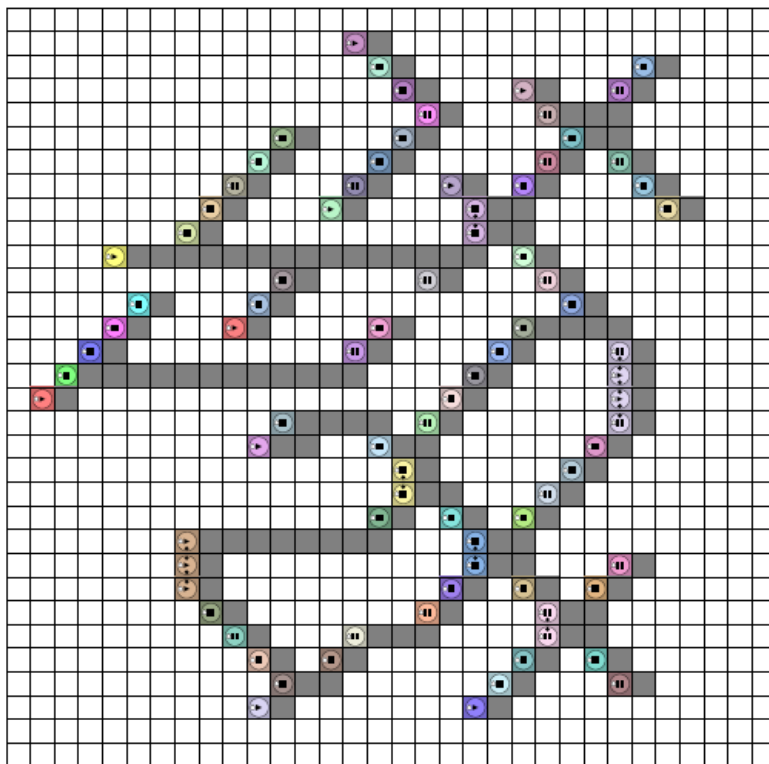
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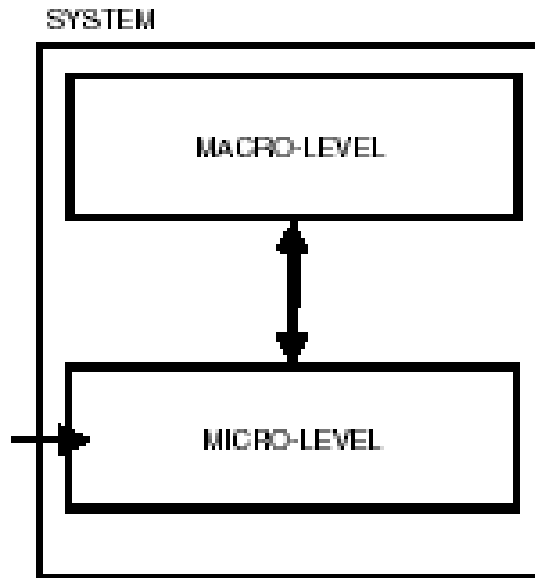
# Algorithm with best attributes

## ■ Cooperation with Braunschweig



# Evolved Emergence

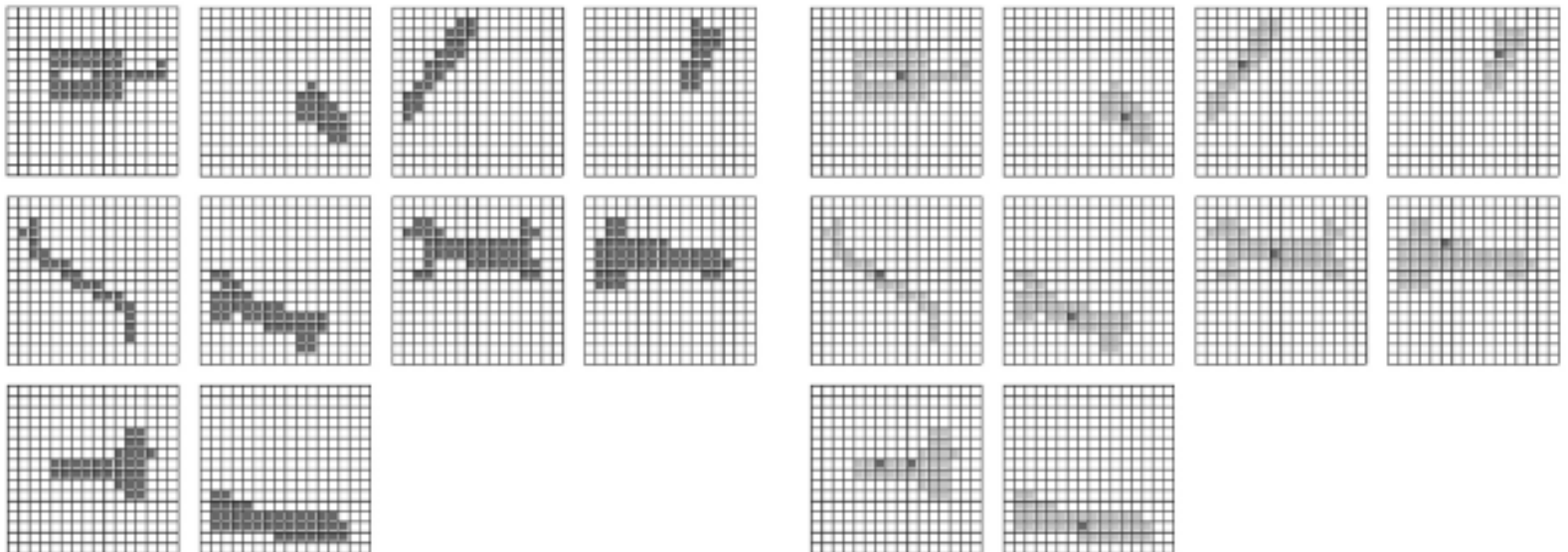
- Which algorithms exploit hardware structure best?



- how to find the desired micro-macro-effect?
- global patterns are known

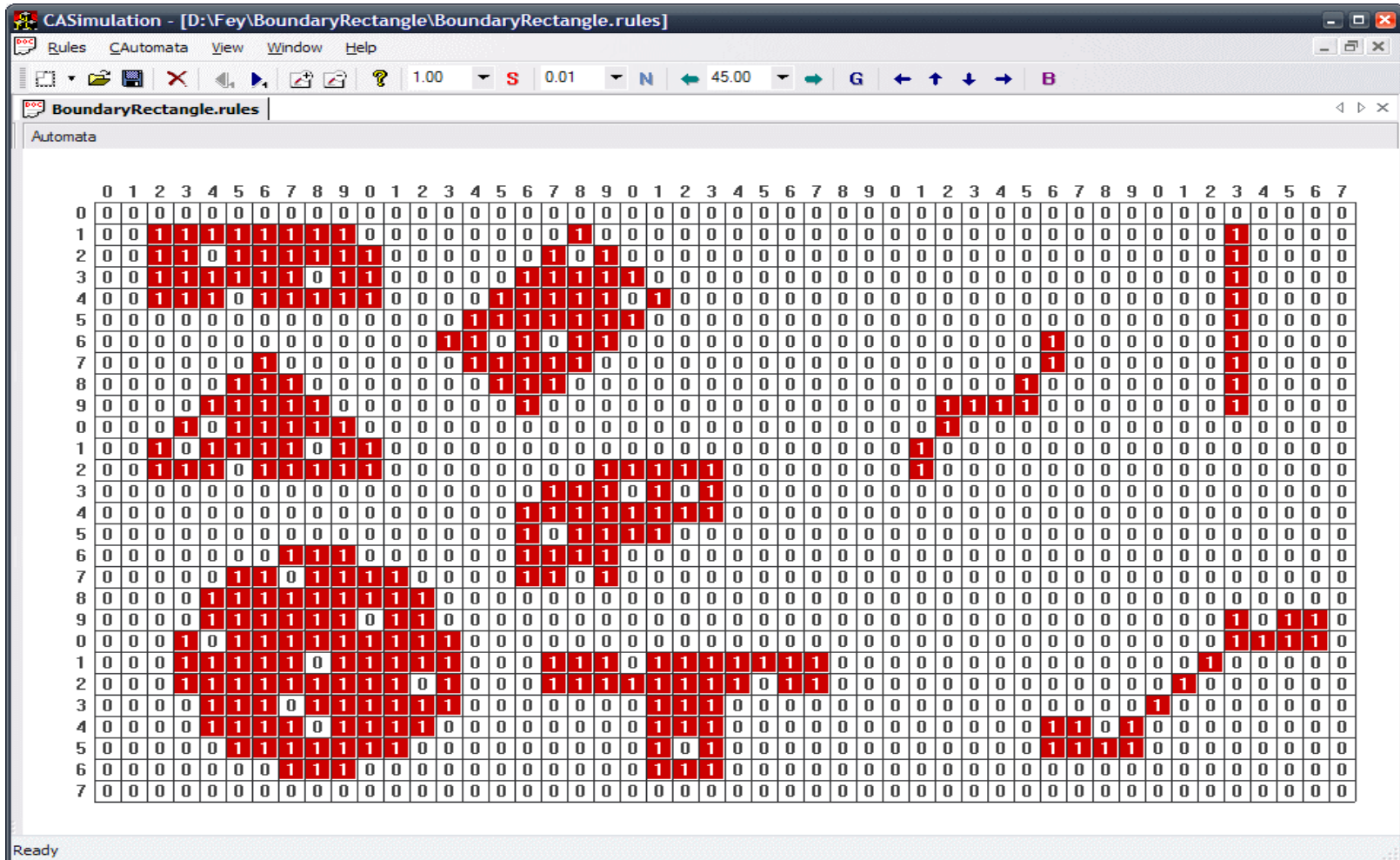
# Evolved Emergence

- Algorithms can be found by
  - ◆ Manual engineering
  - ◆ **Evolution**
- Desired behaviour is evolved
- Initial rules → Evolve with specific Input → More efficient rules



# 2D-CA

## ■ Calculation of centroid in y-direction



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# Evolved Emergence - Genetic Programming

- Genetic algorithms are not sufficient
  - ◆ Whole rule has to be encoded but not all is used
  - ◆ Search space grows exponentially
  - ◆ Only centroid is retrieved
  - ◆ Restriction to few states is counter-productive
  - ◆ Not stable for unlearned objects
  
- => Virtual agents
  - ◆ Some functionality
  - ◆ Some arithmetic operations
  - ◆ Cooperation
  - ◆ Steered with small programmes => Genetic programming

# Result of GP - Centroid, two agents

## Instructions:

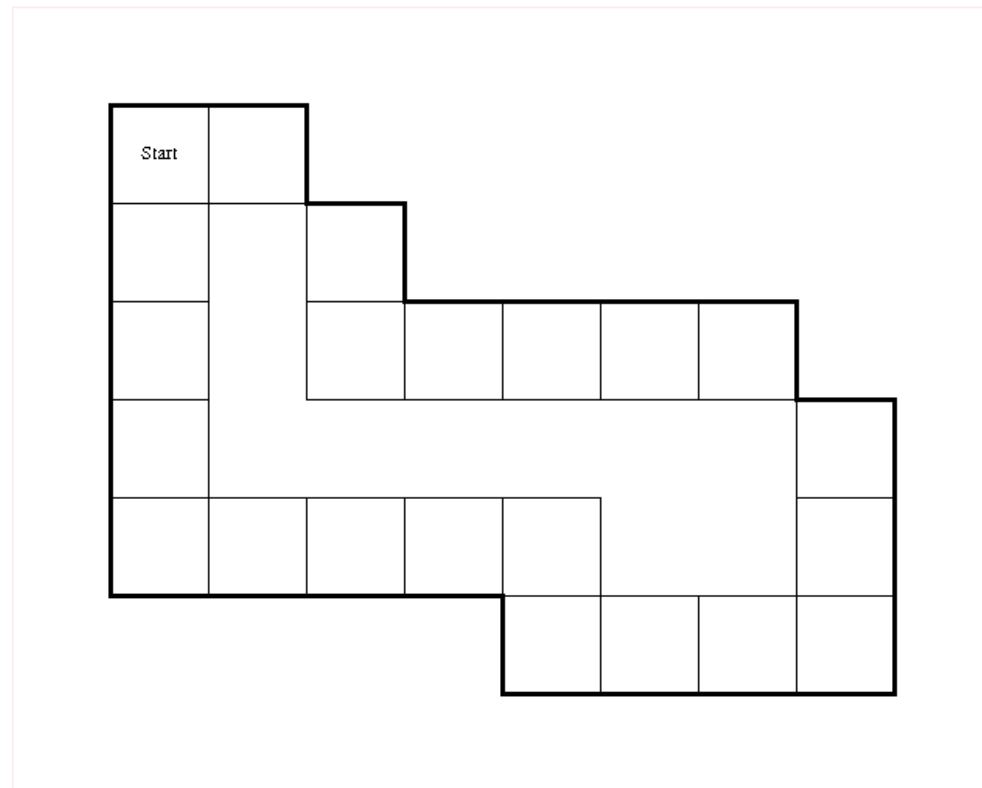
Terminals = {turn\_left, turn\_right, step\_forward, noop}

Functions = {prog2, if\_pixel\_ahead, if\_agent\_ahead }

- Edges known
- Every agent looks in another direction
- Implicit unification

## Fitness function: (Minimum)

$f = w (\text{pixel} - \text{found}) + \text{program\_size}$



## Evolved program: (5 instructions)

```
if_agent_ahead{step_forward, if_pixel_ahead[step_forward, turn_left]}
```

# Evolved Emergence

- Effectivity:
  - ◆ Dimensions
  - ◆ Choose good fitness function
  - ◆ Time to result?
  
- Efficiency:
  - ◆ Short solutions found
  - ◆ Sometimes optimal
  
- GP fits hardware structure best

# Realisation in Hardware

- Specification in VHDL and SystemC
- Synthesis for ASICs (prototype state)
  - ◆ *Reduction lines*
    - 256x256 image
    - 0,35  $\mu\text{m}$  CMOS process
    - ⇒ 2x2  $\text{cm}^2$  chip
  - ◆ *Flooding*
    - 16x16 image
    - 0,35  $\mu\text{m}$  CMOS process
    - ⇒ 1  $\text{mm}^2$  chip
- FPGA
  - ◆ Flooding
    - Xilinx FPGA Spartan3-1000
    - 16x16 image
    - MicroBlaze soft IP RISC processor as observer processor



# Comparison of architectures

Architecture	Resolution	Time
FPGA-Camera (SIMD-Preprocessing + Monoprocessor-Postprocessing)	QVGA 320x240	ms
OPTO-ASIC/-ASIP (SIMD-Preprocessing + Monoprocessor-Postprocessing)	VGA 640x480	ms
OC-Architecture (Synchronised-MIMD + Postprocessing)	arbitrary Largest amount of bits per pixel	$\mu$ s

# Goals of the Second Phase

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# Goals of the Second Phase

- Hardware description  
=> Prototype chip for a smart CMOS camera
  
- Hardware description
- Evolution framework
- Experience with MP Toolbox  
=> Enhancement of MP model towards fine-grained emergent generic computing architecture
  - ◆ Generic programmable hardware
  - ◆ Generic emergent computing model and automated solution retrieval
  
- Many applications  
=> Show feasibility

# Prototype Chip

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- Real industry needs
- Application specific
- Based on appropriate algorithm from MP toolbox

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# Generic Emergent Fine-Grained Computing Architecture

- Basis is MP model
- Derive generic programmable hardware
- Build generic framework
  - ◆ Exploits evolution
  - ◆ Builds appropriate hardware automatically
- Demonstrate feasibility with example of robot control

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# Generic Programmable Hardware ( “by hand“)

- Define core operations
- Define required memory
- Find communication protocol
- Create programmable processor element array

=> one architecture for several algorithms

- MuxPE

# Generic Framework (automatic)

- Use evolution, CAs, and genetic programming
- Generate emergent microprograms
- Generate appropriate hardware

=> Automatic design

- Solutions are not found fast enough => parameter studies on cluster or CampusGRID

# Robustness

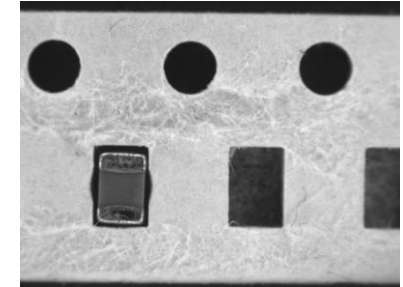
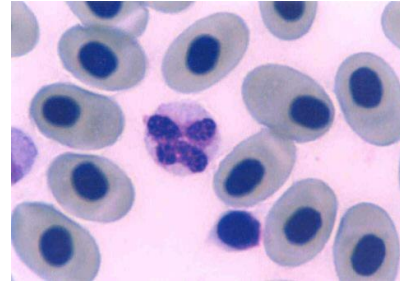
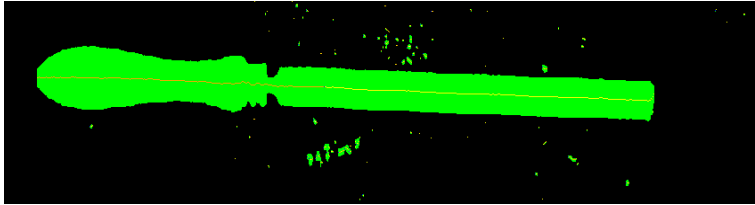
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- By redundancy
  
- By upgrade with ASoC
  - ◆ First in generic hardware
  - ◆ Later in MuxPE
  - ◆ Cooperation with Tübingen and Munich

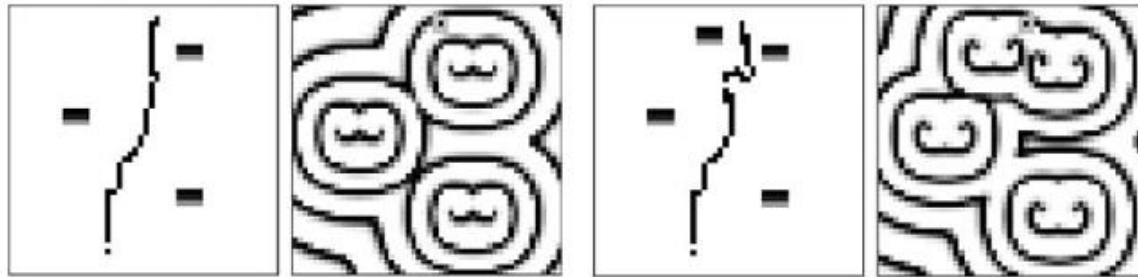


# Applications

## ■ Vision in industrial scenarios



## ■ Path planning for mobile robots (OSCAR)



## ■ Gesture recognition



# Thank You

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# Teaching

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- Part of basic lectures
- Seminar “Organic and Emergent Computing“
- Different study and diploma thesises

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