


Carnegie Mellon University Silicon Valley

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Tomorrow is Yesterday (or nearly so)

*Historical lessons that foretell the future of mobile
and (connected) embedded systems*



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Overview

- Retrospective
- Fundamental challenges
- Predictions, Guesses
- One Possibility
- [digression] A Personal Embedded Systems Journey
- Conclusions



Retrospective

- Each generation of computing resembles the past
 - Mainframe
 - Minicomputer
 - PC
 - Mobile
 - Connected Embedded Systems?
- Value shifts in predictable ways
 - Hardware to Software
 - Standard Platform is the turning point



Example: PC Evolution

Hardware	Software
Diversity and Incompatibility	Fragmented, device specific



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Value
Declining

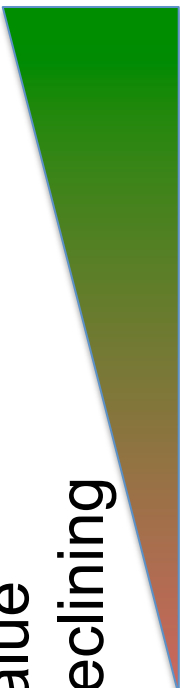


Value
Rising



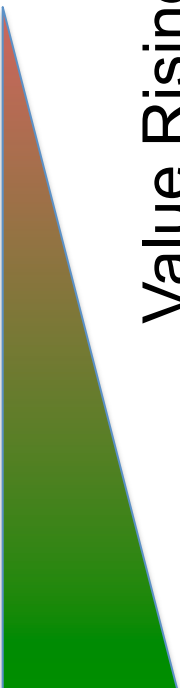
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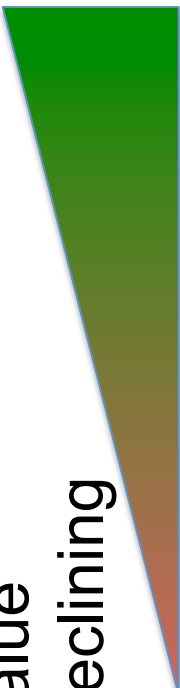
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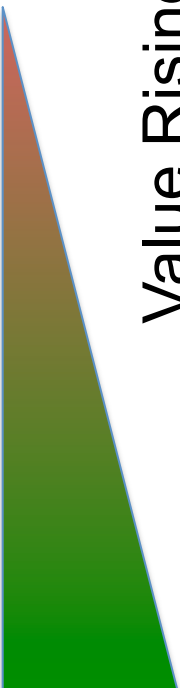
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Commoditization (exception: graphics)	Focus shifts to maintaining networked fleets of PCs

Value Rising



Mobile: Like Yesterday

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	Compatibles (Android)	Shift to software that <i>takes advantage of the inherent nature of mobile</i>
	Commoditization (exception: ???)	Focus shifts to maintaining networked fleets of mobile devices



Mobile: Fundamental Challenges

- Power three-watt limit
- Performance computing *and* networking
- Pixels both out and in
- Pointing evolve beyond PC
- Privacy very broad issues
- Policy Management BYOD
- Programmability *embedded thinking failed!*



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Closed, circuit-switched networks	Proprietary and closed backhaul	SDN, open, packet-switched networks



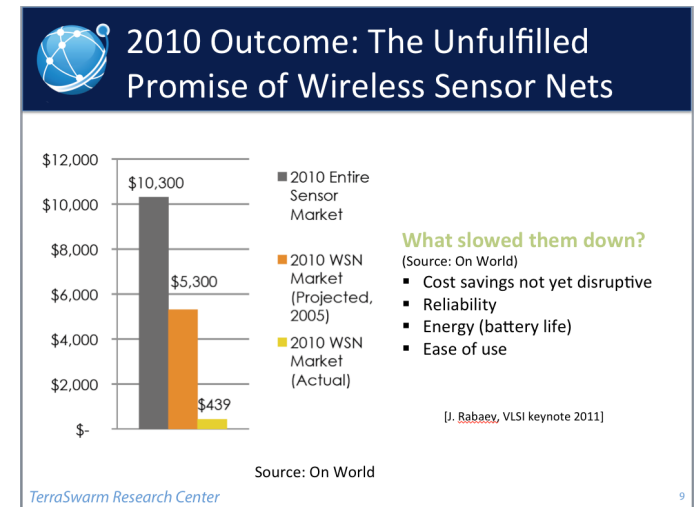
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No software building blocks	Closed, proprietary software	Readily-available, high quality software including cloud services



What About the Next Generation?

- Connected Embedded Computing
 - Enabling technologies
 - Energy efficient local processing
 - Siting and location-determining techniques
 - Network-composition technologies
 - Ad-hoc, untrusted, federated elements
 - Piggybacking and “drive-by” sensing
 - Cloud service technologies
 - Sensor data aggregation tools – abstraction
 - Sensor data marketplaces, SSaaS
 - Cloud-side energy management of sensor fleets



Source: Ed Lee

No Standard Platform in sight!

Predictions, Guesses, and Research Topics

- Mobile inherits full complexity of distributed computing
 - Next wave of apps and cloud-hosted app frameworks
 - Really hard problems exacerbated by scale
- Computer vision processors will be the “GPUs” of mobile
 - Camera as primary input device
- Bypass: an Un-network mobile ecosystem will emerge
 - Throwing off now-incorrect assumptions
 - Will be applied in emerging economies and will transform them
 - In the news: Survivable Social Network
- Next-Gen leaders will focus on research-at-scale
 - Build testbeds with 40-60dB of dynamic range
 - Heterogeneity, federation, platformization will be hot topics
 - Opportunity to learn what questions to ask



And now for something
completely different...

but still embedded...



Radio Direction-Finder as Sensor

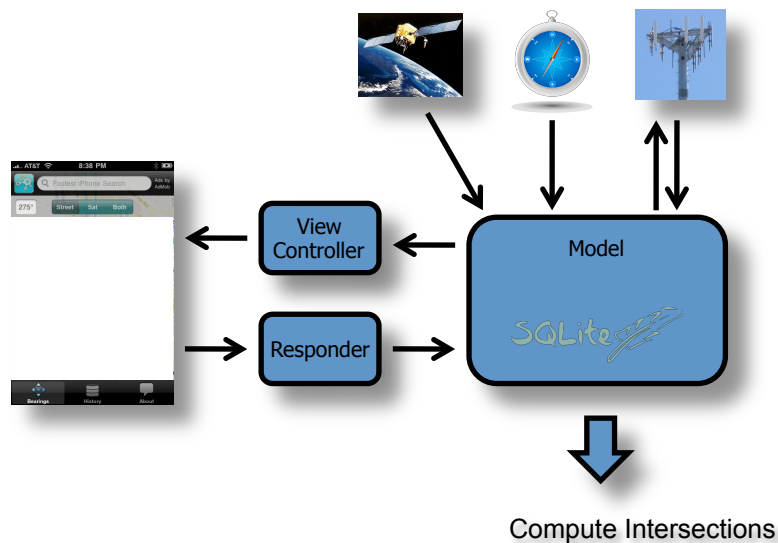
(personal project – joint with P. Iannucci)

- Goal: find a hidden transmitter using directional antennas, multiple bearings, and maps
 - Emergency first responders, DHS, FEMA, ...
- Some view this as a sport
- My first attempt: “DNF”
 - So-so with the radio stuff
 - Failed at mapping and book-keeping



Motivated!

- A Good Engineer should be able to automate this
 - Make an app that does the book-keeping



Collage of images related to the application, including a hand-drawn diagram on lined paper, a whiteboard with mathematical formulas, a globe diagram, and screenshots of a mobile application interface showing a map of Palo Alto and a list of results.

$$\text{Vector}_i = \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} r \times \cos(\text{Lon}_i) \times \sin(\text{Lat}_i) \\ r \times \sin(\text{Lon}_i) \times \sin(\text{Lat}_i) \\ r \times \cos(\text{Lat}_i) \end{bmatrix}$$
$$\mathbf{T} = \frac{\mathbf{T}_s \times \mathbf{T}_e}{\|\mathbf{T}_s \times \mathbf{T}_e\|}$$
$$\cos(\theta_{\text{TOP}_{\text{poi}}}) = \frac{\mathbf{T} \cdot \mathbf{P}_{\text{poi}}}{\|\mathbf{P}_{\text{poi}}\|}$$
$$\Delta_{\text{pd}} = \left| \frac{\pi}{2} - \theta_{\text{TOP}_{\text{poi}}} \right| \times r$$

App Completed

- Built, tested, released app in a few months
 - Handles the map and book-keeping
 - Uses iPhone built-in goodness: maps, GPS, compass, display, database
- Results
 - Today: in use in 74 countries
 - First responders, rocket trackers, otter spotters, swimming coaches, caregivers
 - “Positive Feedback” ...
- ... and then the Second System Effect set in
 - Idea: Add support for real-time sharing of info in teams
 - Idea: Develop a really fancy “wireless sensor” that does the hard RF work of determining direction-to-target



Result

- Several years later...
 - Device works! SDR, Doppler signal processing, RTOS, WiFi + USB support, smart LiPo recharger, onboard file system, syslog for field diagnostics, battery-backed RTC, wideband antenna switch, impedance-controlled PCB, low-noise layout, waterproof packaging, various Python dev tools...
 - New app plus bearing sharing cloud service just exited beta
- Do try this at home!



Conclusions

- History helps us determine the horizon so that we can plan to look beyond it
 - Mobile: software / services / selective HW
 - Connected embedded: search for the standard platform
- Challenge standing assumptions
- Mobile systems problems are close to the P's
 - Image understanding is particularly interesting
- Tackling the problems of scale is vital to having an impact in both domains
- Keeping your hands dirty is good for mental health!

