

Aggregate Programming

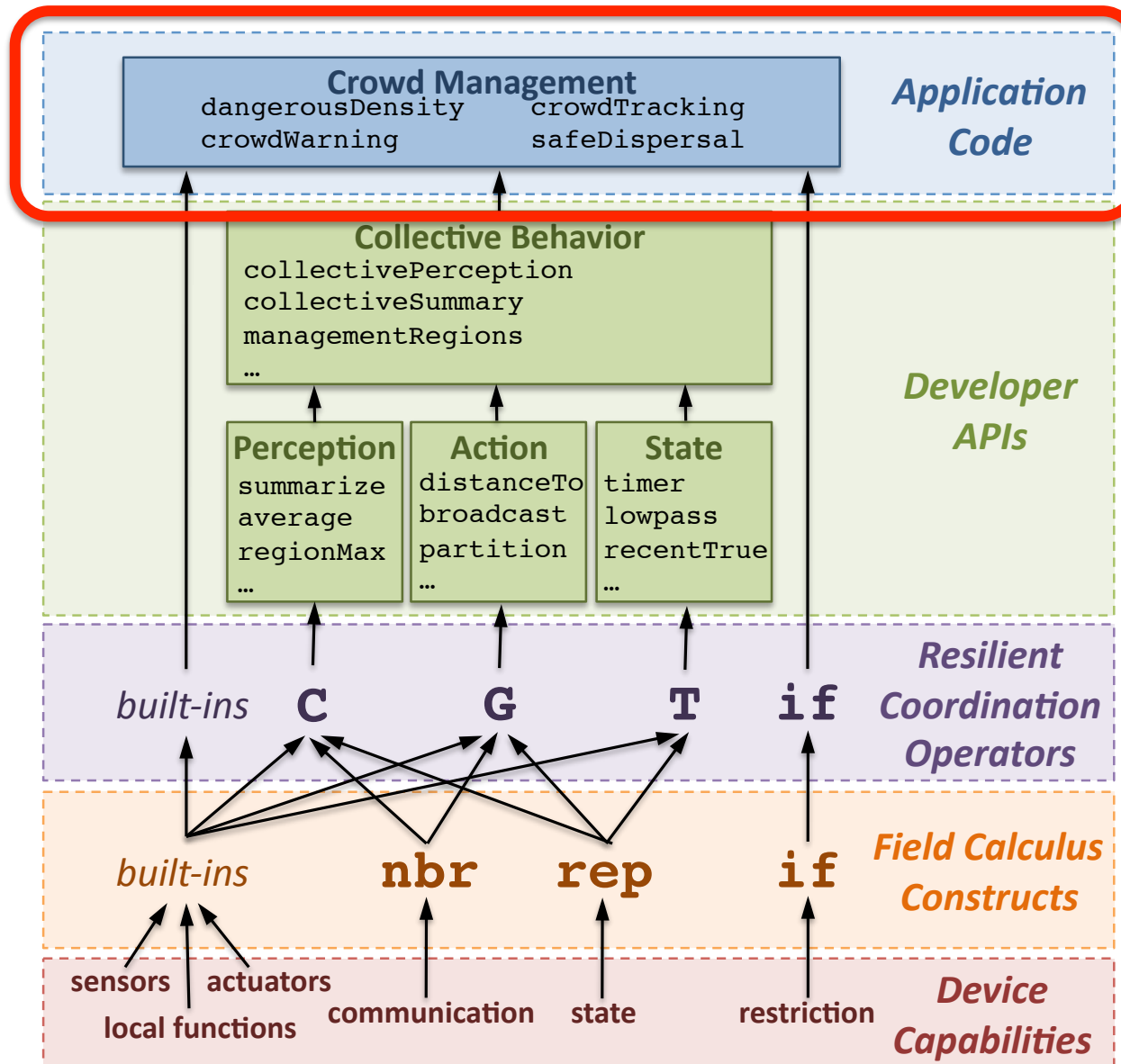
Part 3: Application Examples

Jacob Beal

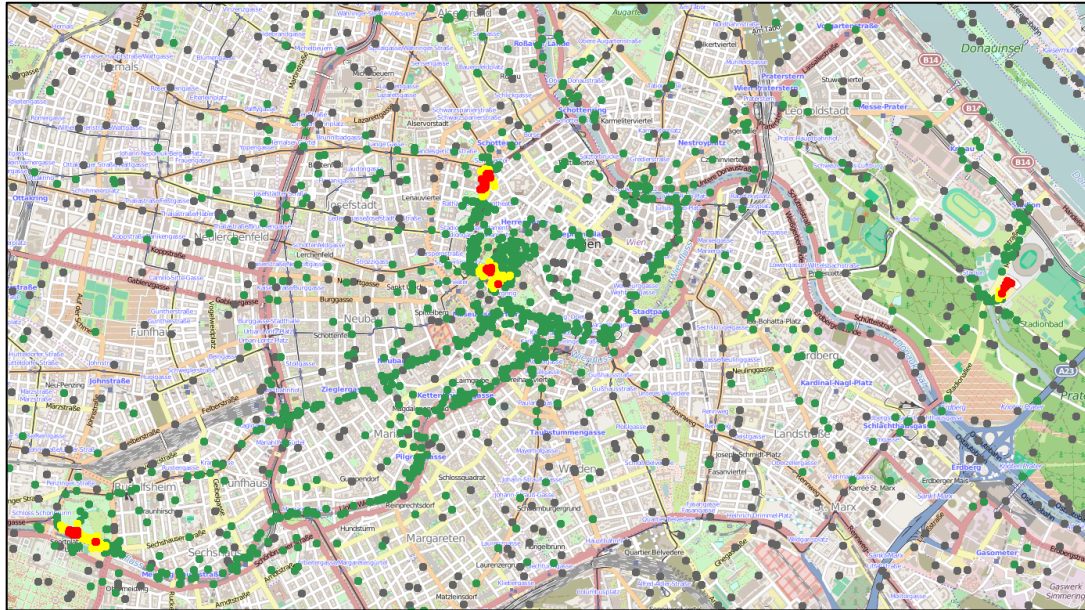
SFM16: QUANTICOL
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Raytheon
BBN Technologies

Aggregate Programming Stack

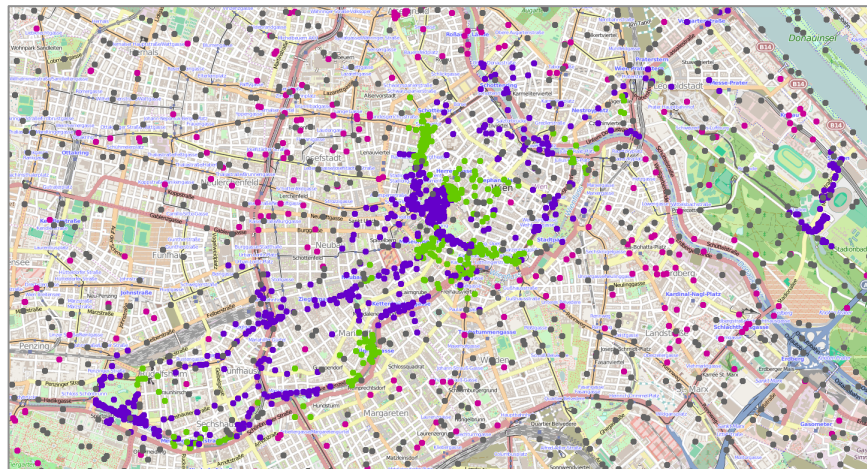


Crowd Safety Services

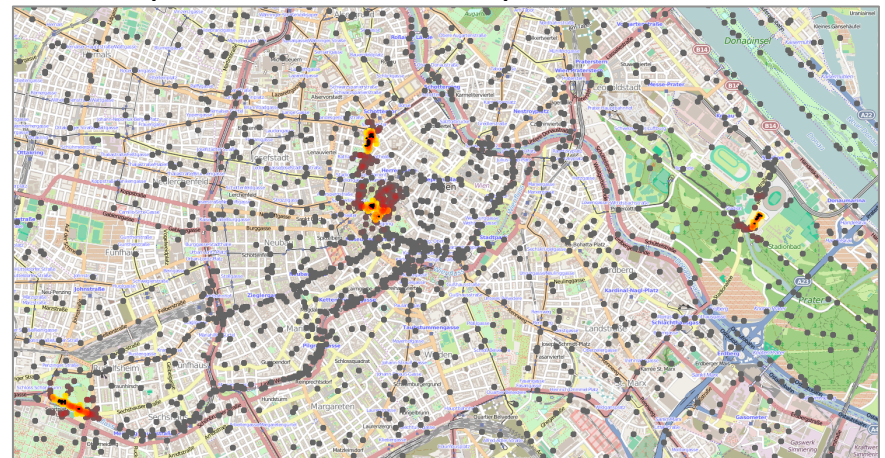


```
def dangerousDensity(p, r) {  
  let mr = managementRegions(r*2, () -> { nbrRange });  
  let danger = average(mr, densityEst(p, r)) > 2.17 &&  
    summarize(mr, sum, 1 / p, 0) > 300;  
  if(danger) { high } else { low }  
}  
  
def crowdTracking(p, r, t) {  
  let crowdRgn = recentTrue(densityEst(p, r)>1.08, t);  
  if(crowdRgn) { dangerousDensity(p, r) } else { none };  
}  
  
def crowdWarning(p, r, warn, t) {  
  distanceTo(crowdTracking(p,r,t) == high) < warn  
}
```

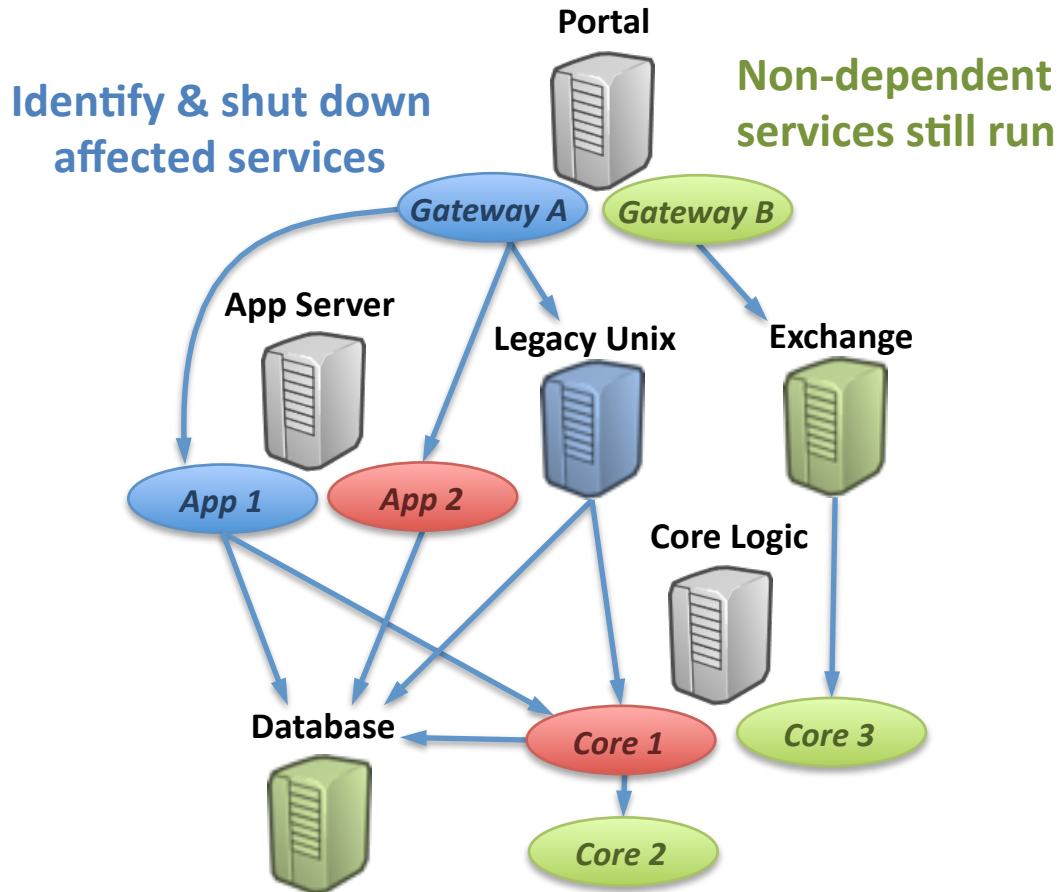
Dissemination of new versions



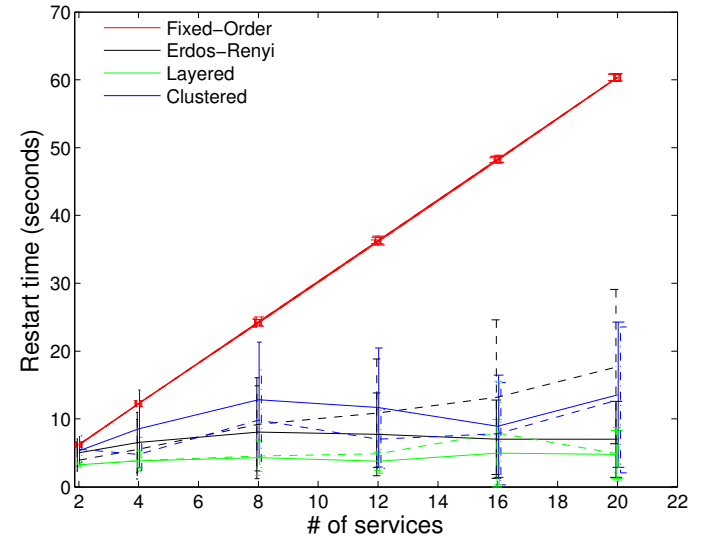
Pre-emptive modulation of priorities



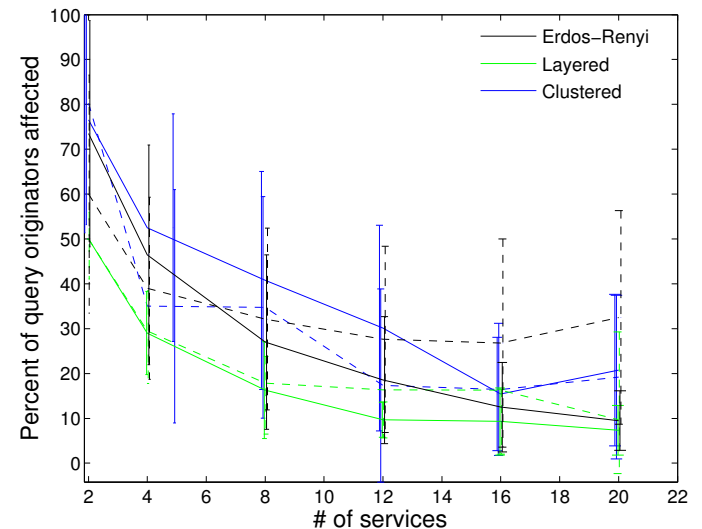
Dependency-Directed Recovery



Dramatically better recovery time



Fewer services disrupted



DDR Algorithm

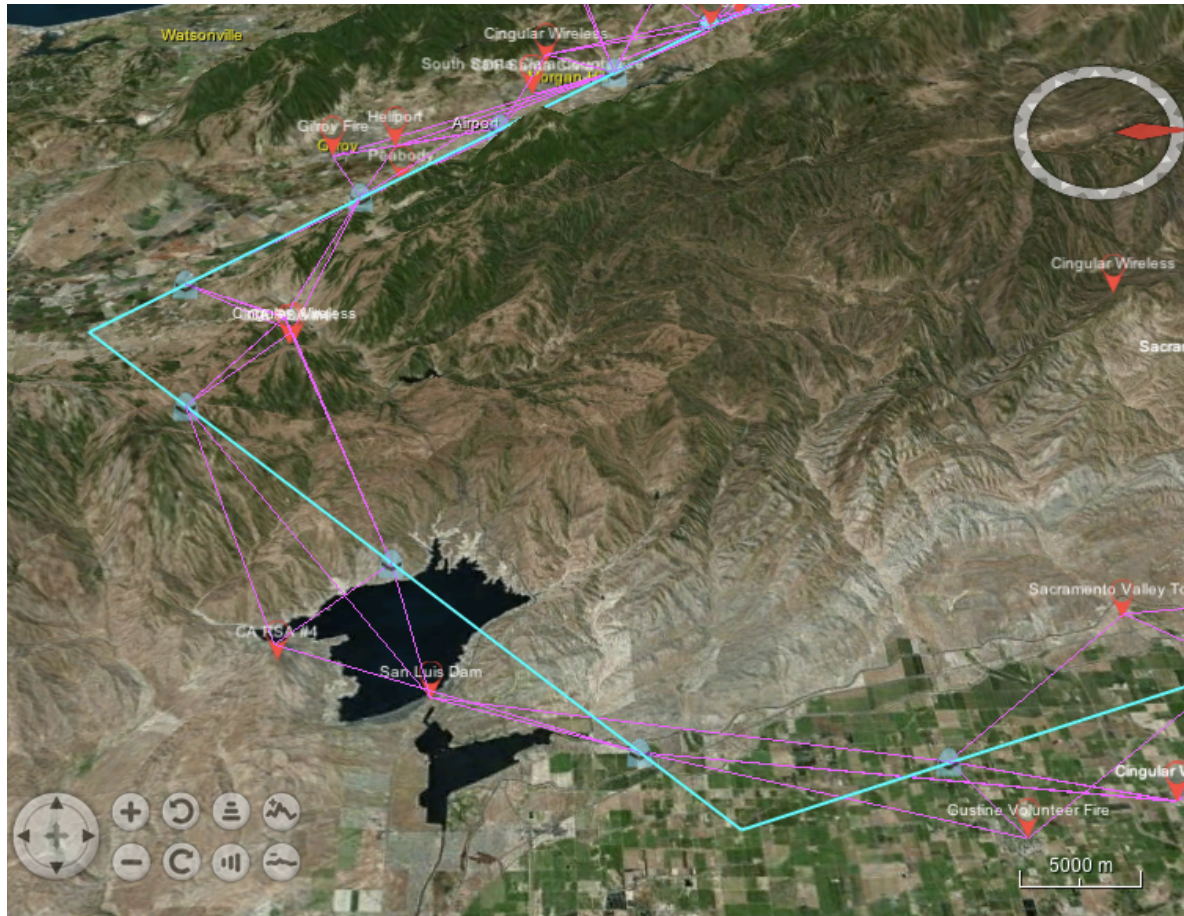
```
// Collect state of monitored service from service manager daemon
let status = self.getEnvironmentVariable("serviceStatus");
let serviceID = self.getEnvironmentVariable("serviceID");
let depends = self.getEnvironmentVariable("dependencies");
let serviceDown = status=="hung" || status=="stop";

// Compute whether service can safely be run (i.e. dependencies are satisfied)
let liveSet = if(serviceDown) { [] } else { [serviceID] };
let nbrsLive = unionHood(nbr(liveSet));
let liveDependencies = nbrsLive.intersection(depends);
let safeToRun = liveDependencies.equals(depends);

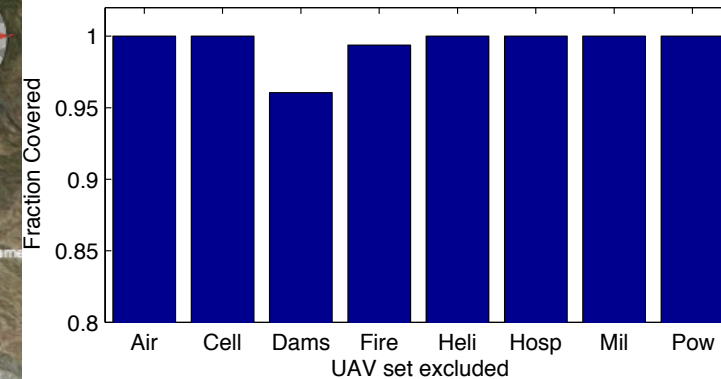
// Act based on service state and whether it is safe to run
if(!safeToRun) {
    if(!serviceDown) {
        self.stopService() // Take service down to avoid misbehavior
    } else { false } // Wait for dependencies to recover before restarting
} else {
    if(serviceDown) {
        self.restartService() // Safe to restart
    } else { false } // Everything fine; no action needed
}
```

Opportunistic Airborne Sensor Sharing

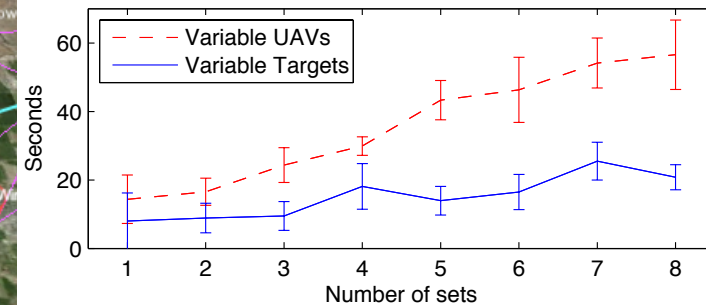
GIS-integrated adaptive mission planning



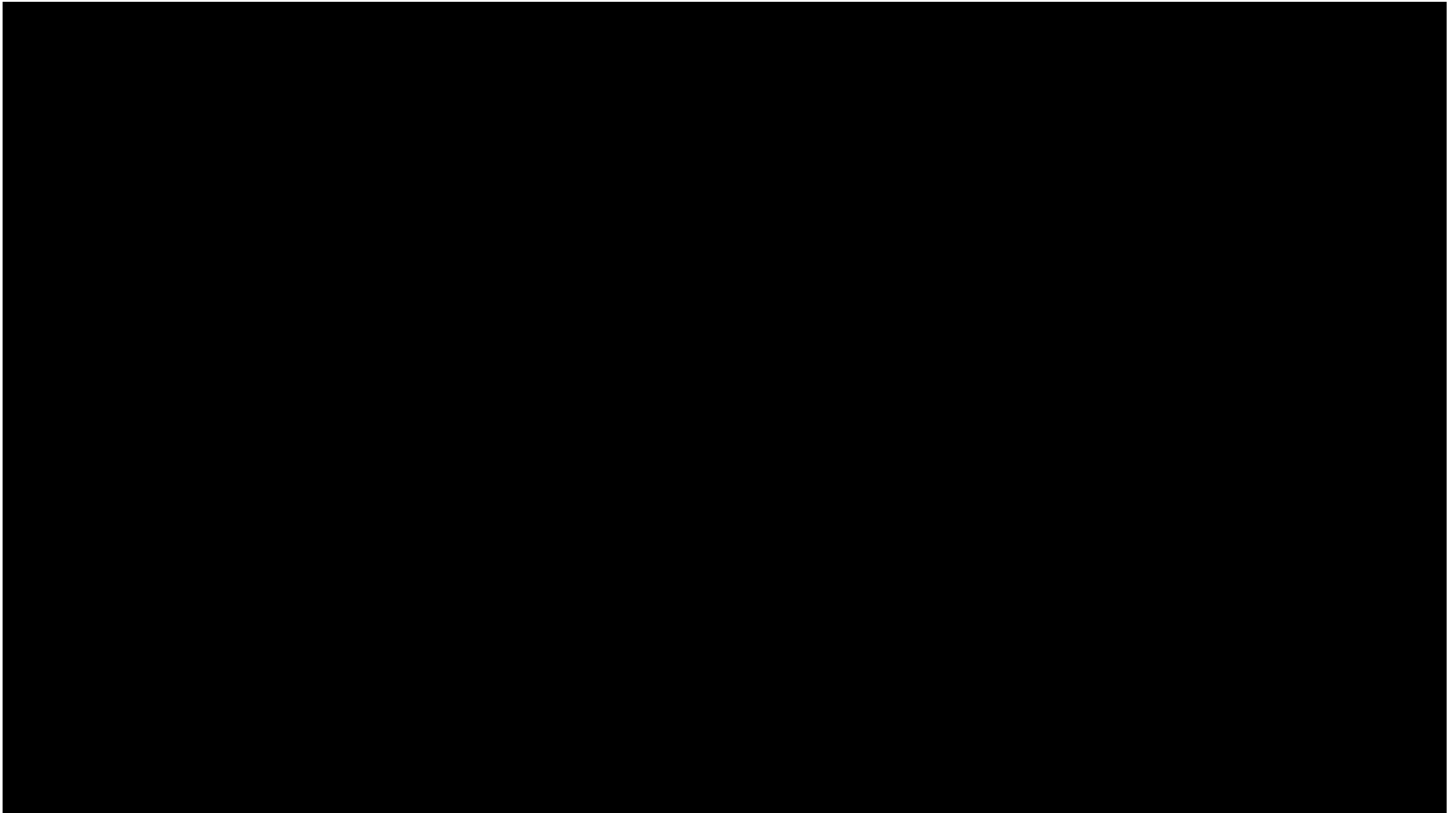
Highly effective sharing



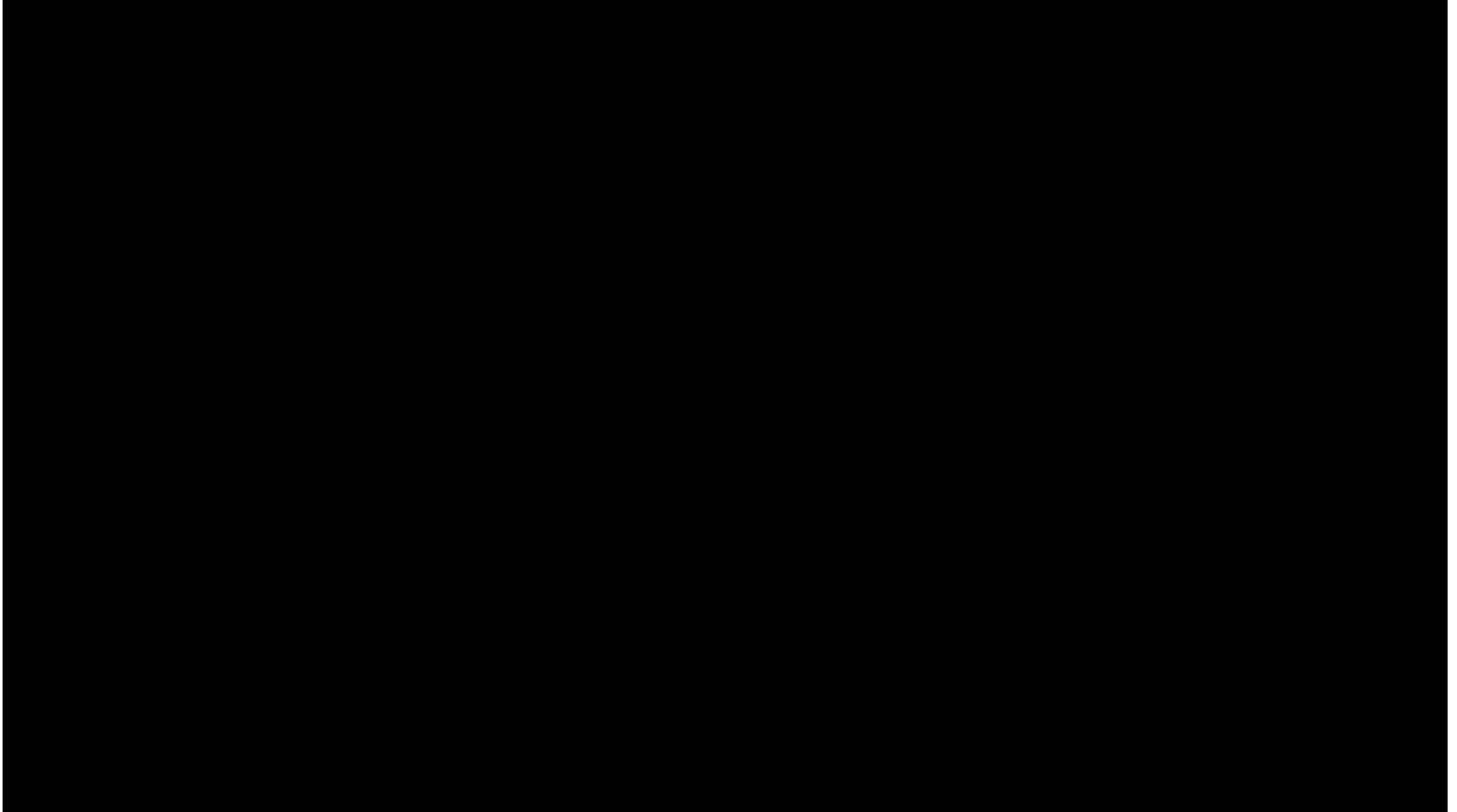
Low computational cost



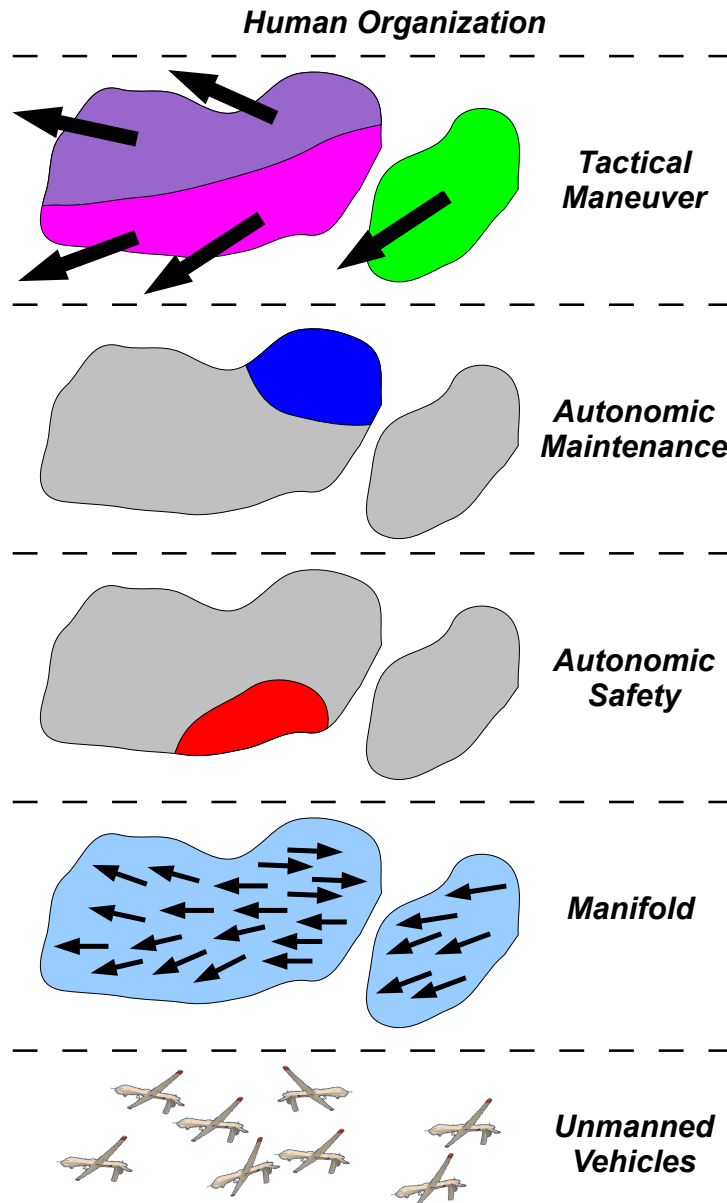
Distributed Rewind and Replay



Tactical Cloud Services



Swarm Command & Control



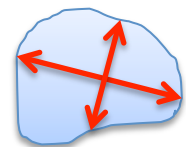
- Build on top of continuous space model with:
 - Modulation by autonomic management layers
 - Basis set of “maneuvers”



0th moment



1st moment



2nd moment



Separate



Connect

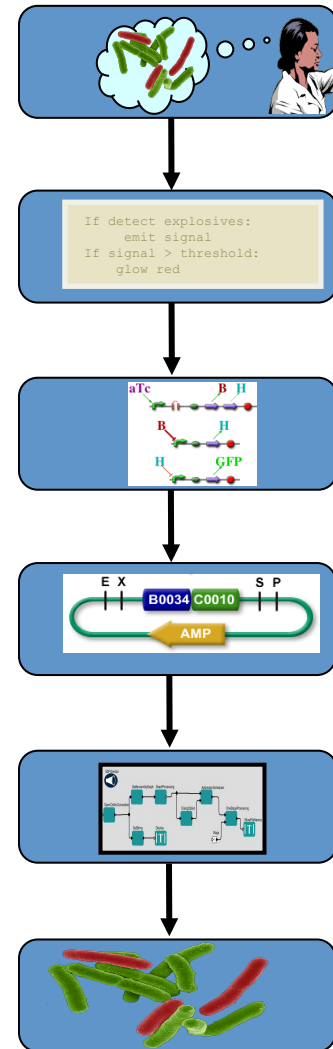
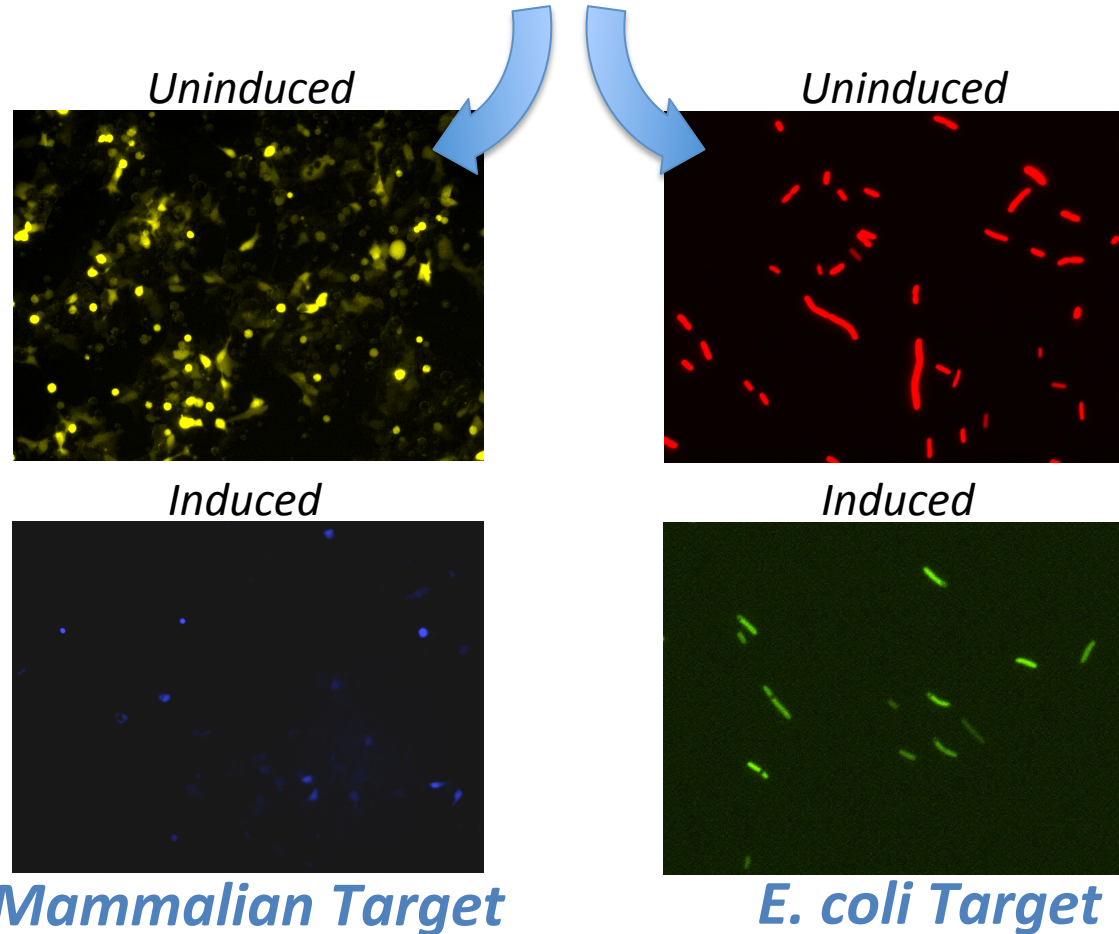
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Agent-Based Simulations

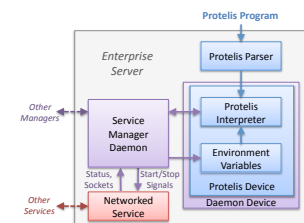
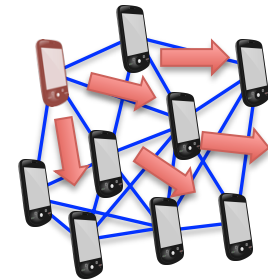
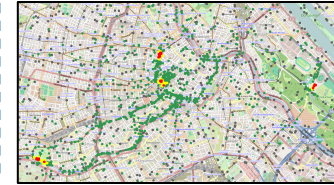
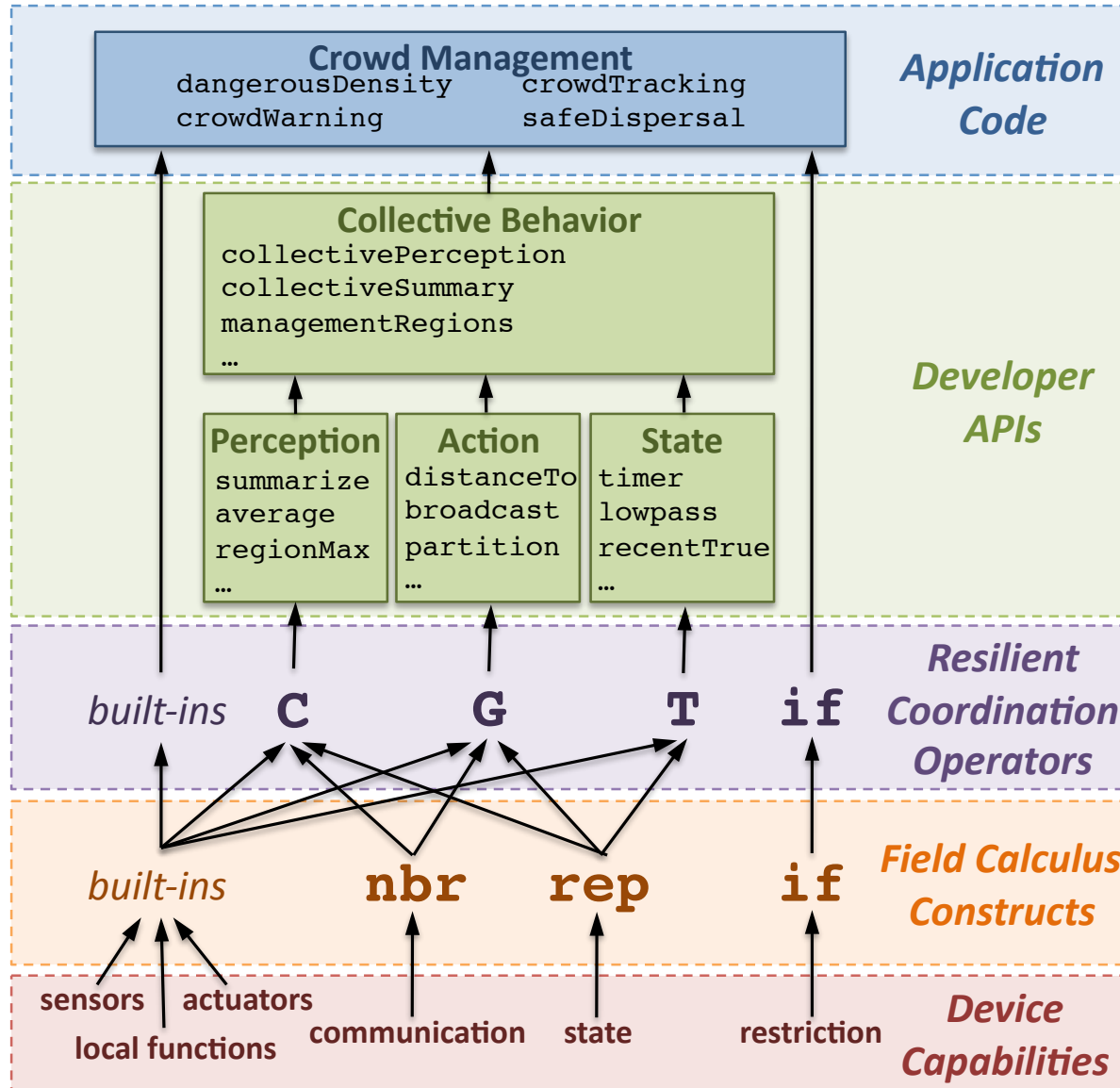
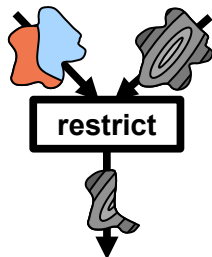
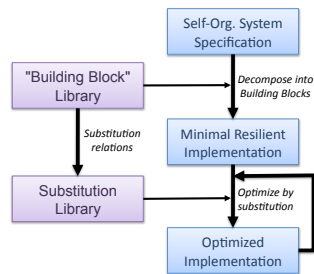


Engineering Biological Systems

```
(def simple-sensor-actuator ()  
  (let ((x (test-sensor)))  
    (debug-1 x)  
    (debug-2 (not x))))
```



Summary: Aggregate Methodology



Summary

- Major technological trends are all driving towards a world filled with distributed systems
- Aggregate programming aims at rapid and reliable engineering of complex distributed systems
- Field calculus provides a universal theoretical foundation for aggregate programming
- Resilient systems design can be simplified by an emerging self-organization toolbox
- Functional composition allows modulation, predictable convergence

Lots of open problems...

- Many field calculus results may be more generally applicable to all distributed systems
- Extent of basis set needed for various domains
- What implicit properties are needed/possible for building block algebras and libraries?
- Extension to mobile devices, ongoing changes
- Prediction of approximation quality – “Nyquist”
- Open environments and security

But we've already enough for many applications...

Bibliography

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