# **Cyber-Physical Systems**

Dr. Jonathan Jaramillo



## Lecture Outline

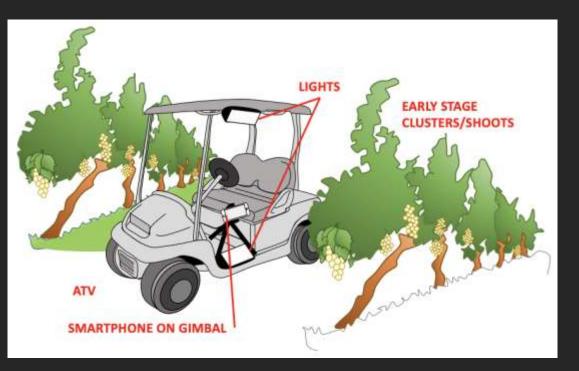
- About me
- Course Introduction
- Assignment Overview
- Module 0 CPS Architectures and Frameworks



## About Me

- From Ithaca, Ny
- BS. In Physics and Computer Science from Houghton University
- Systems Engineer at Lockheed Martin
  - Situational awareness, sensor fusion, user interface
- Half an M. Eng. Degree in systems engineering
- PhD in ECE from Cornell University
  - Computer Vision, Digital Agriculture, Robotics

## Yield Estimation in Vineyards











## Pruning Weight Estimation in Vineyards





## **Crop Coefficient Estimation in Vineyards**







## Robotics

#### **Cornell Engineering**



### Mobile and Inflatable Interface for Human Robot Interaction

Jonathan Jaramillo, Andrew Lin, Emma Sung, Isabel Jane Hunt Richter, and Kirstin Petersen

Contact M/28@comell.edu



To be presented at Ubiquitous Robots 2021



# **Course Introduction**

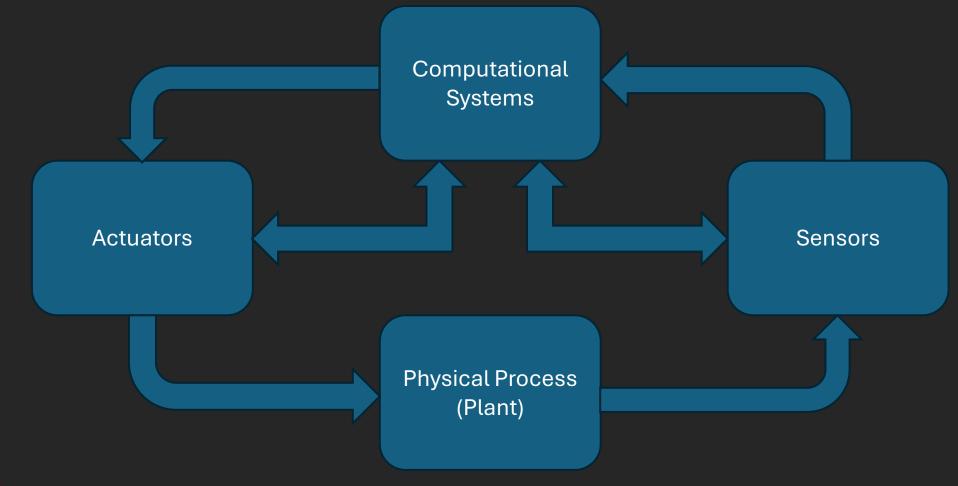


## What are Cyber-Physical Systems?

- Physical Components
  - Devices, machine, sensors, actuators, ...
- Cyber/Computation Components
  - Software, algorithms, data processing
- Communication
  - Physical/computational components facilitating data transfer
- Feedback Loops and Automation
  - Bidirectional data transfer that facilitates control and decision making



## What are Cyber-Physical Systems?



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## Definition

Integrated systems that combine computational algorithms with physical processes, enabling real-time monitoring, control, and interaction between the digital and physical worlds.



## Who Should Take this Class?

#### Systems Design

- Model based design
- Systems architecture
- Vee life cycle model
- Interface definition
- Systems integration
- Optimization
- User centered design

#### **Cyber-Physical Systems**

#### **Computer Science**

- Programming
- Computer vision
- Machine learning
- Cloud Computing

#### **Electrical/Computer**

- Embedded systems
- Signal processing
- Sensors
- Communication
- Mechanical
  - Actuators
  - Feedback control
  - State estimation

## Who Should Take this Class?









## Who Should Take this Class?









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## Survey – Student Backgrounds

### Majors

- Computer Science
- Mechanical Engineering
- Electrical & Computer Engineering
- Physics
- Math

- Industrial engineering & Operations Research
- Industry Experience

# Questions?



# Assignments



## Assignments

- No prelims!
- Labs -60%
  - 12 total
  - Weekly reports
- Case Studies 30%
  - 4 total
  - Group submissions
- Participation & Quizzes 10%
  - 1 per week
  - 5 minutes each





## Lab 1 – Programming Languages (1/27)

- Introduction to Embedded Systems
  - Raspberry Pi Pico
  - Flashing the board, GPIO, DACs, Serial communication
- Programming Languages
  - C++/C
  - Python

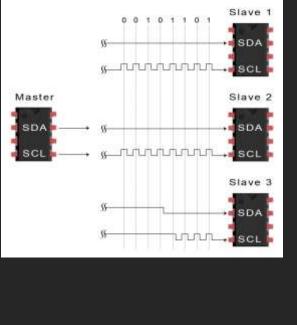
- MicroPython
- Learning Outcomes
  - Learn how to select the appropriate programming paradigm
  - Familiarize with programming

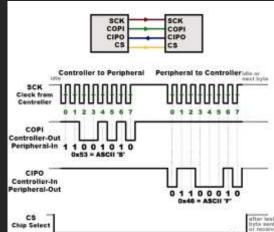


## Lab 2 – Wired Communication Protocols (2/3)

- Bus Communication
  - I2C addressing
  - Serial

- Compression
  - Computational resources
  - Baud rates Vs Transfer rates
- Learning Outcomes
  - Quantify data transfer rates
  - Understand tradeoffs between compression and transfer





## Lab 3 – Wireless Communication (2/10)

- Bluetooth Vs Wifi
  - Range
  - Transfer Speeds
  - Protocols
- HTTPS vs MQTT
  - Transfer speeds
- Learning Outcomes
  - Compare wireless communication protocols
  - Understand ISO networking model layers



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## Lab 4 – Wireless Communication (Continued)

- Bluetooth Vs Wifi
  - Range
  - Transfer Speeds
  - Protocols
- HTTPS vs MQTT
  - Transfer speeds
- Learning Outcomes
  - Compare wireless communication protocols
  - Understand ISO networking model layers



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## Lab 5 – Actuators (2/24)

- Motors, servos, ADC
  - PWM
  - Read/Write GPIOs
- Encoders

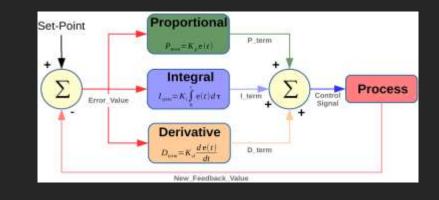
- Polling
- Hardware interrupts
- Learning Outcomes
  - Understand DC motors and encoders
  - Understand difference between polling and hardware interrupts

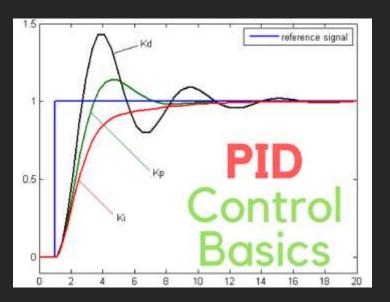


## Lab 6 – Feedback Control (3/3)

- PID Controllers
  - Wheel speed
  - Angular position
  - Wall following
- Servos
- Learning Outcomes
  - Implement and tune PID controllers
  - Implement nested PID controllers
  - Test Servos





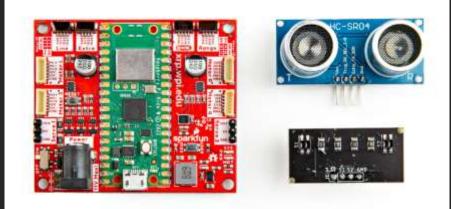




## Lab 7 – Sensors & Filtering (3/10)

- Ultrasonic Range Finder Vs ToF Sensor
  - Characterize accuracy, noise, sample rates
- Gyroscope

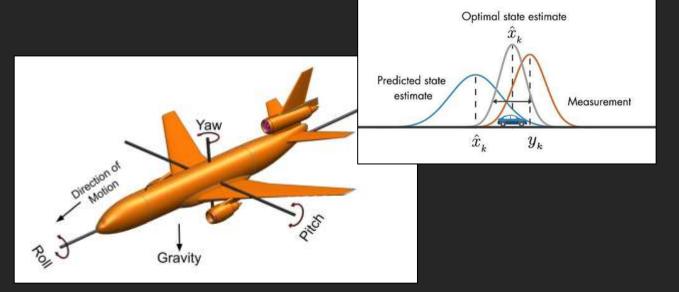
- Bias reduction
- Accelerometer
  - Low-pass filter
- Learning Outcomes
  - Implement and characterize sensor integration
  - Compare sensor modalities





## Lab 8 – Sensor Fusion (Kalman Filter) (3/17)

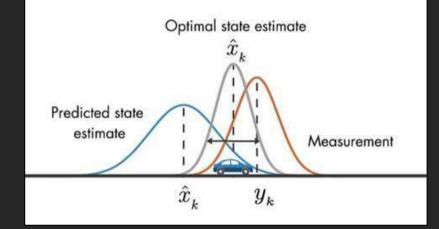
- Compute roll, pitch, and yaw
  - Characterize sensor noise
  - Complimentary filter
  - Kalman Filter
  - Data visualization
- Learning Outcomes

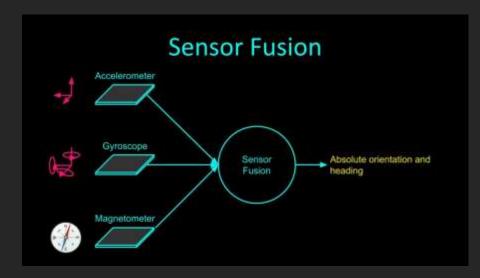


- Compare trade-offs between alpha value and lag
- Compare low-pass filter, complementary filter, and Kalman filter

## Lab 9 – Sensor Fusion (Continued) (3/24)

- Kalman filter sensor fusion for position
  - Characterize sensor noise
  - IMU data
  - Encoder data
  - Visualize data
- Learning Outcomes
  - Characterized performance of state estimation algorithms

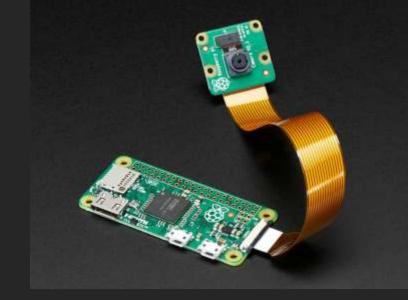


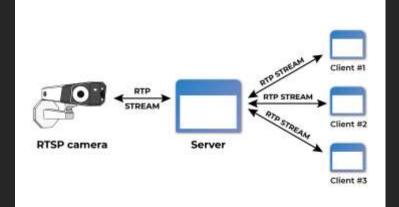




## Lab 10 – Cameras and Computer Vision (4/7)

- Configure Raspberry Pi Zero
  - RTSP
  - HTTPS
- Machine learning
  - Object Detection and Tracking
  - YOLO
- Learning Outcomes
  - Basics of computer vision and perception
  - Understand video compression/codecs
  - Real time streaming protocols



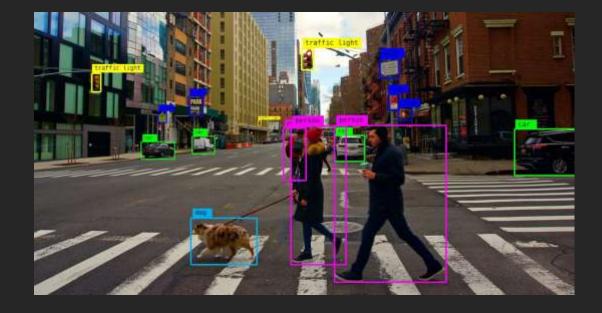




## Lab 11 – Cloud Computing (4/14)

- Implement Google Vision API
  - Facial Expression Detection
  - Image Labeling
  - Object Detection
  - Text Detection
  - Logo Detection
  - Landmark detection
- Learning Outcomes

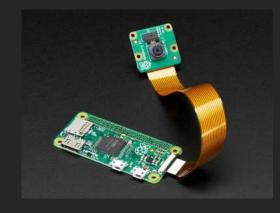
- Use Google Vision API for high level tasks
- Design computer vision systems

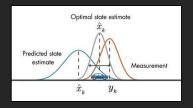




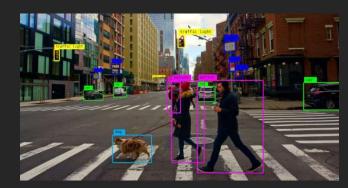
## Lab 12 – Cyber-physical System (4/21)

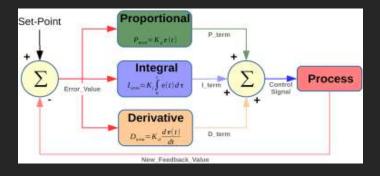
• Put it all together

















## Architectures & Frameworks



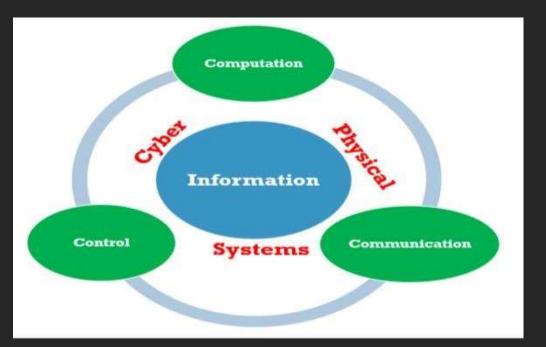
## **CPS Architectures & Frameworks**

- 3C Architecture
- 5C Architecture
- IoT Architecture

- NIST Architecture
- Edge/Fog/Cloud Computing Framework
- Digital Twin Framework

## **3C Architecture**

- Computation
  - Data processing and decision making
- Communication
  - Transmission of data between entities
- Control
  - Actions taken by the system to manipulate the physical environment



Ateş, Emre, Erkan Bostancı, and Mehmet Güzel. "Security evaluation of industry 4.0: understanding industry 4.0 on the basis of crime, big data, internet of thing (IoT) and cyber physical systems." *Güvenlik Bilimleri Dergisi* International Security Congress Special Issue (2020): 29-50.

## 3C Arc – Example: Modern Car

Computational

• Communication

• Control

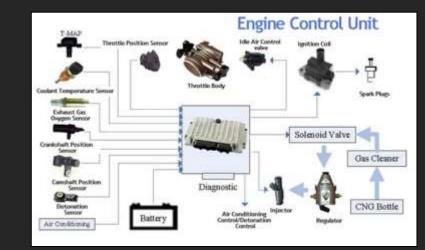


## 3C Arc – Example: Modern Car

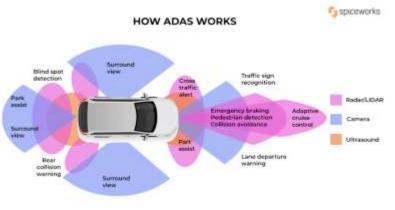
- Computational
  - ECU

Control

- Advanced Driver-Assistance System
- Infotainment System
- Communication



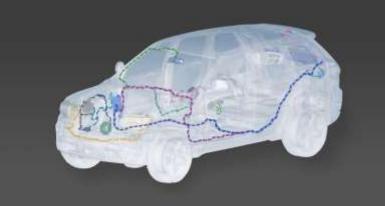


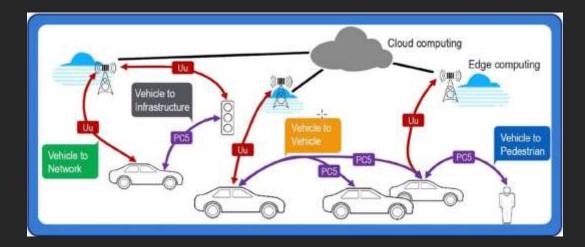




## 3C Arc – Example: Modern Car

- Computational
  - ECU
  - Advanced Driver-Assistance System
  - Infotainment System
- Communication
  - Intra-Vehicle Networks (CAN bus)
  - Vehicle-to-Vehicle Networks (V2V)
  - Telematics Systems
- Control







#### 3C Arc – Example: Modern Car

- Computational
  - ECU
  - Advanced Driver-Assistance System
  - Infotainment System
- Communication
  - Intra-Vehicle Networks (CAN bus)
  - Vehicle-to-Vehicle Networks (V2V)
  - Telematics Systems
- Control
  - Actuators (steering, breaking, throttle, suspension)
  - Stability Control Systems
  - Climate Control Systems



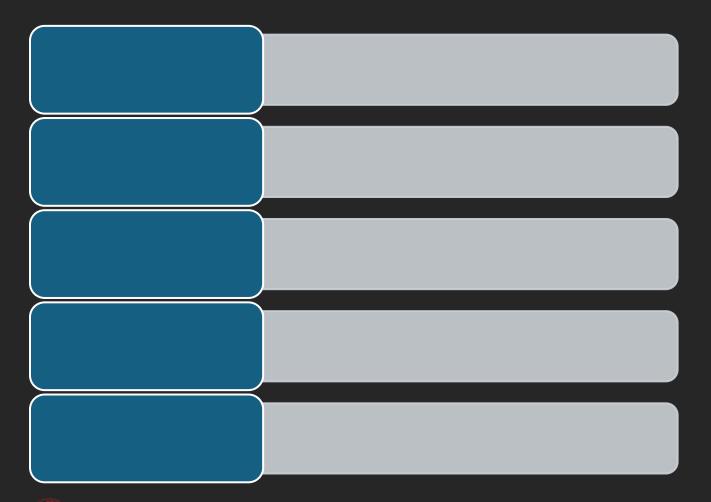




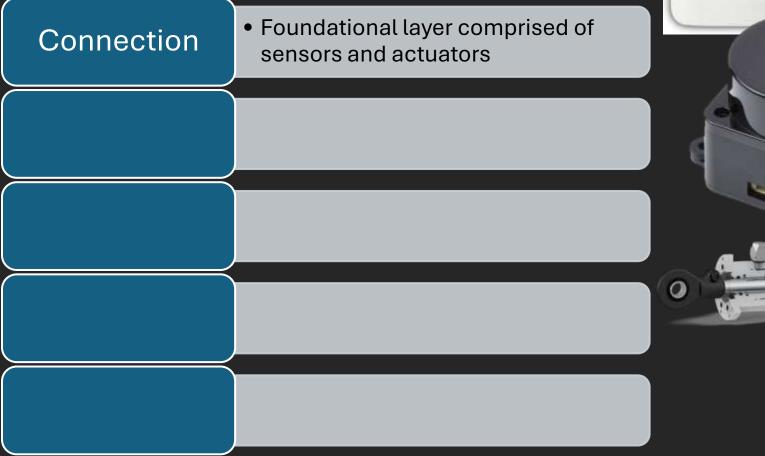
#### When to use the 3C Architecture

- Advantages
  - Simple easy to use
- Disadvantages
  - Simple
  - Doesn't capture functionality of component
- Use: when simplicity suffices



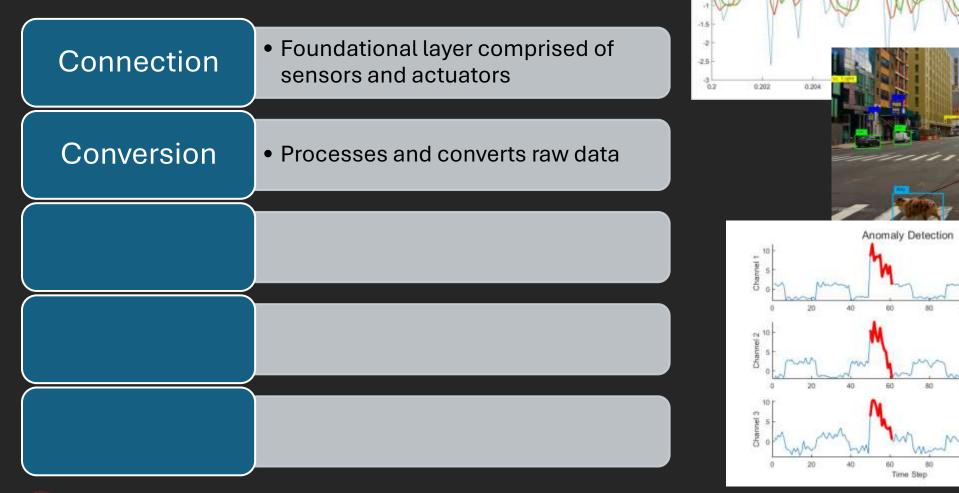








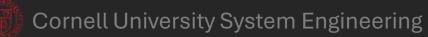




Original signal

autsky-Goley Filte

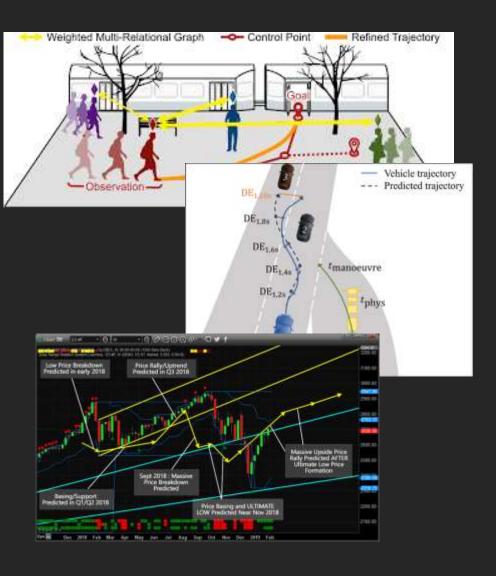
Input Anomalo



Connection	<ul> <li>Foundational layer comprised of sensors and actuators</li> </ul>
Conversion	<ul> <li>Processes and converts raw data</li> </ul>
Cyber	<ul> <li>Digital representation of physical system</li> </ul>



Connection	<ul> <li>Foundational layer comprised of sensors and actuators</li> </ul>
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Cognition	<ul> <li>Interprets data</li> </ul>





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Cyber	<ul> <li>Digital representation of physical system</li> </ul>
Cognition	<ul> <li>Interprets data</li> </ul>
Configuration	<ul> <li>Decisions regarding manipulating the environment</li> </ul>







Connection	<ul> <li>Wearable devices collect health data and connect to smartphones</li> </ul>
Conversion	
Cyber	
Cognition	
Configuration	



Connection	<ul> <li>Wearable devices collect health data and connect to smartphones</li> </ul>
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Connection	<ul> <li>Wearable devices collect health data and connect to smartphones</li> </ul>
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Cyber	<ul> <li>Cloud services create a digital profile of the user's health</li> </ul>
Cognition	<ul> <li>Analytics provide health insights and activity recommendations</li> </ul>
Configuration	<ul> <li>Devices adjust settings or prompt users to act (e.g., stand up, stretch).</li> </ul>

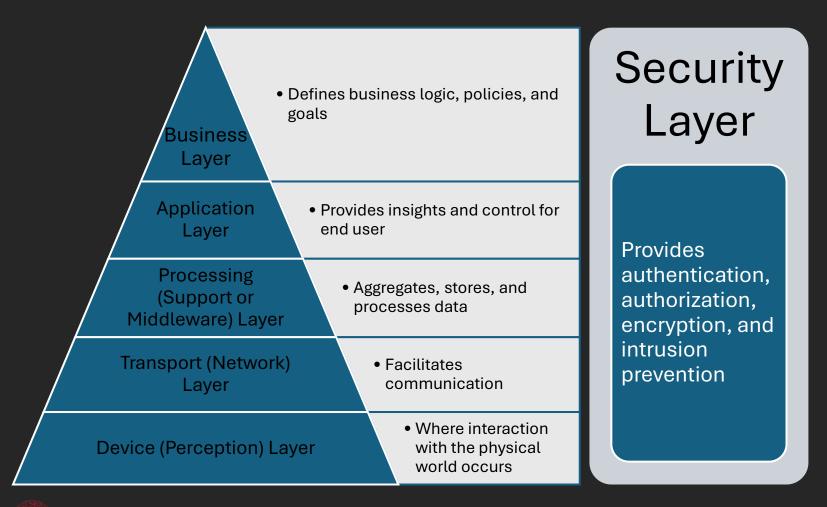


#### When to use the 5C Architecture

- Advantages
  - Data-centric framework
  - More nuanced than 3C
- Disadvantages

- Poor conceptualization of communication and physical systems
- Assumes digital twin model
- Use: for data-intensive operations and intelligent decision making

#### Internet of Things Architecture



# IoT Arch – Example: Smart Traffic City

- Device (Perception) Layer
  - Cameras, inductive loop detectors, traffic lights, variable speed limits, express lanes
- Transport (Network) Layer
  - Wired connections and wireless networks
- Processing (Support or Middleware) Layer
  - Data processing, databases (historical traffic patterns), edge computing devices (CV)
- Application Layer
  - Dashboards for monitoring, mobile apps for traffic updates
- Business Layer
  - Policy (traffic management), revenue (tolls, funding budgets)
- Security Layer
  - Encryption, authentication and authorization, intrusion detection systems

#### When to use the IoT Architecture

#### Advantages

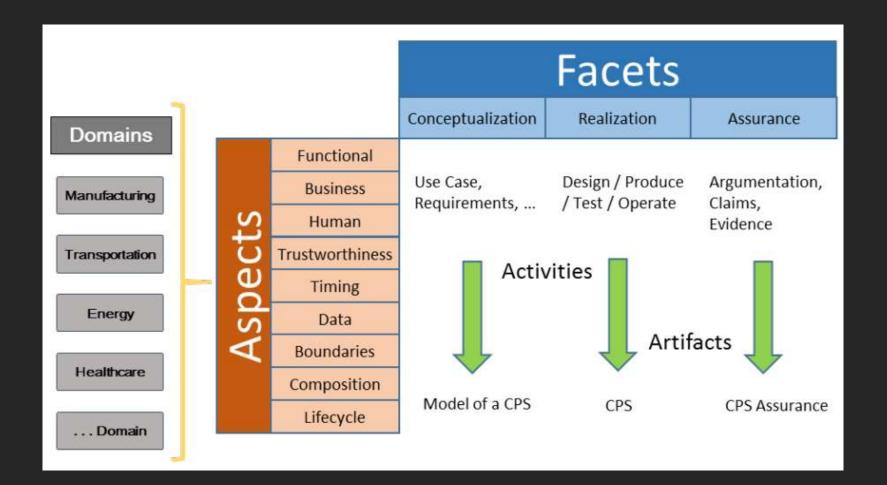
- Strong functional categorization
- Incorporates business models
- Disadvantages

- Business model might not be defined
- Use: for consumer products

#### NIST Architecture

- Domains Specific application or environment
- Facets Stages of engineering process
  - Conceptualization define requirements and high-level goals
  - Realization design, production, implementation
  - Assurance verification and validation
- Aspects cross-cutting concerns for the entire system
  - Functional, business, human, trustworthiness, timing, data, boundaries, composition, and lifecycle

#### **NIST** Architecture





#### When to use the IoT Architecture

#### Advantages

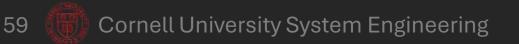
- Wholistic modeling approach
- Adds context to
- Disadvantages

- Loose sight of specific functional engineering components
- Use: projects with largescale public stakeholdership

- Edge Computing Distributed computing paradigm that brings limited computation and data storage closer to source of data
  - Example embedded processing performing signal process
- Fog Computing non-centralized, semi-distributed computing
  - Example Cellular base stations have computational units for signal processing, or ISP distributing video streaming services
- Cloud Computing Centralized computing paradigm that uses server farms for scalable computational and storage services
  - Examples Azure, Google cloud, AWS



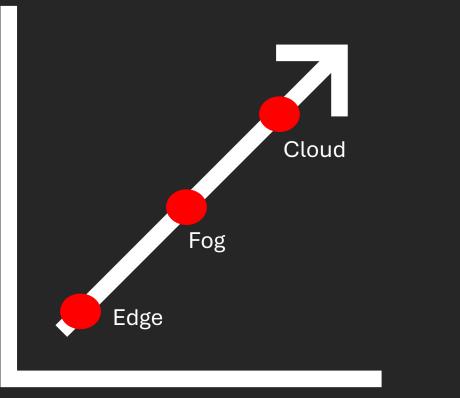
- Proximity to Data Source
  - Edge: Closest
  - Fog: Between (network gateways or routers)
  - Cloud: Furthest (remote data centers)
- Latency
  - Edge: Lowest latency
  - Fog: Moderate latency
  - Cloud: Higher latency

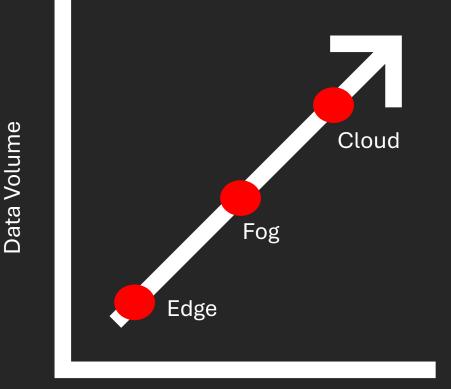


- Data Processing
  - Edge: Processes data locally on the devices or nearby servers.
  - Fog: Processes data partially, filtering or aggregating before sending it to the cloud.
  - Cloud: Centralized processing in large-scale data centers.
- Data Volume

- Edge: Handles smaller volumes of data (localized).
- Fog: Handles intermediate volumes of data.
- Cloud: Designed to handle large volumes of data for in-depth analysis and storage.

Latency





#### Distance

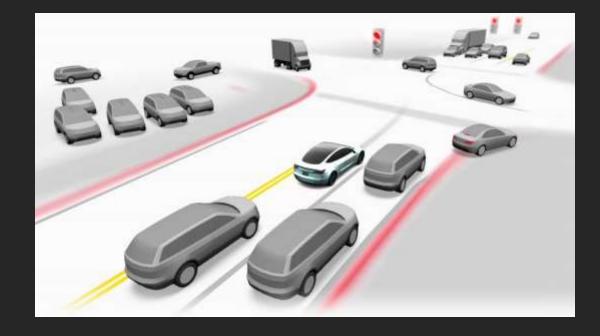
Distance



# Digital Twin Framework

- Definition Model of a physical system
  - Continuously updated with real-time data
  - Mirrors, simulates, and analyzes the system
  - Predict issues and optimize performance
- Examples
  - Aircraft maintenance schedules
  - Amazon warehouse stock
  - Wind farm modeling

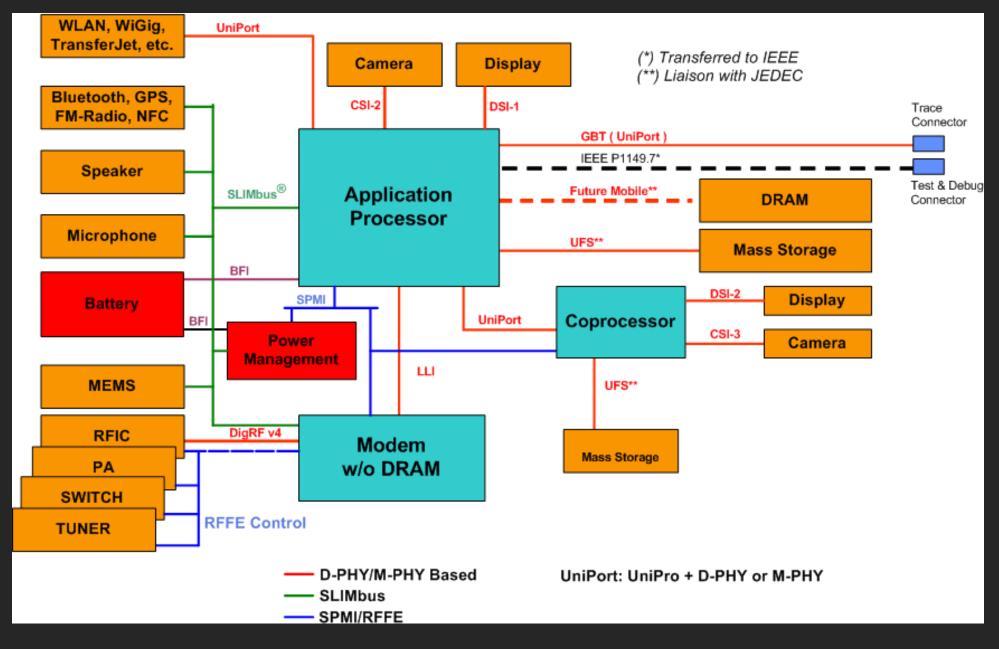






# Referential Transparency & System Diagrams

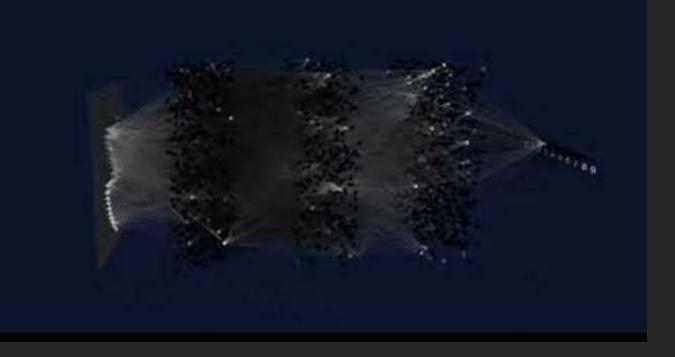




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#### Abstraction in CPS

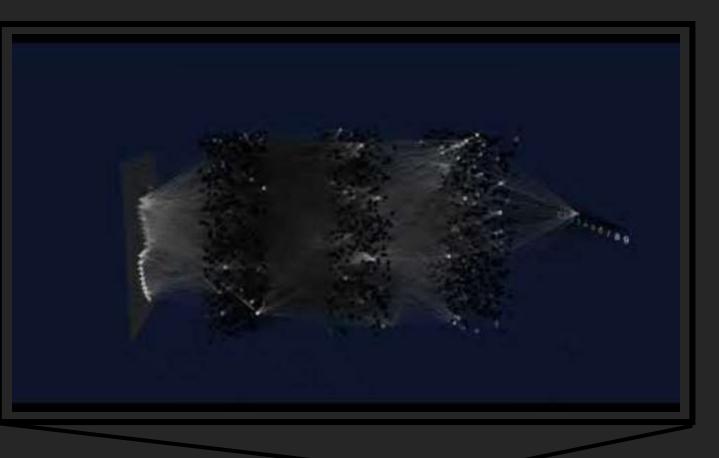
• Why use abstraction?

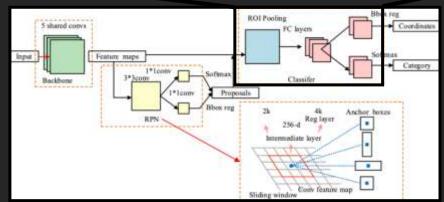




#### Abstraction in CPS

• Why use abstraction?

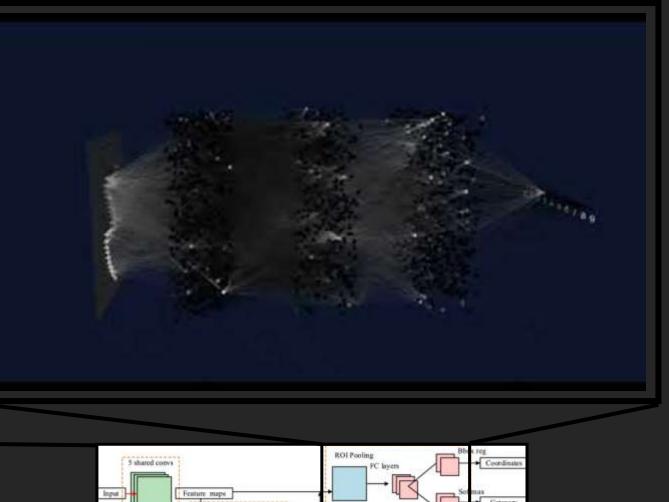


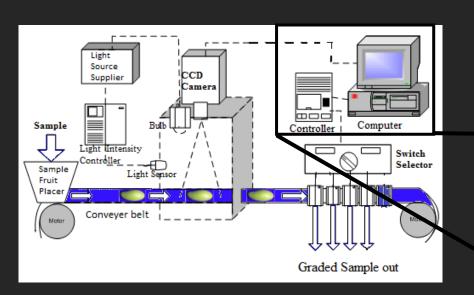


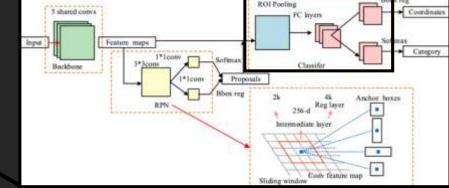


#### Abstraction in CPS

#### • Why use abstraction?



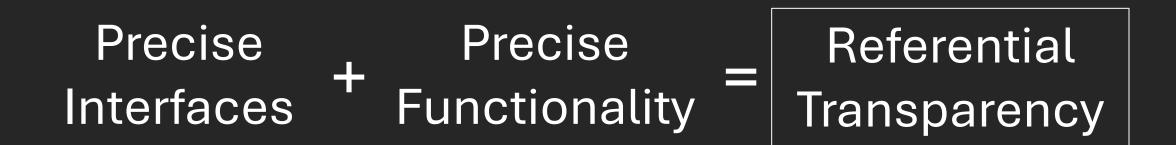






#### Key Principles of Abstraction

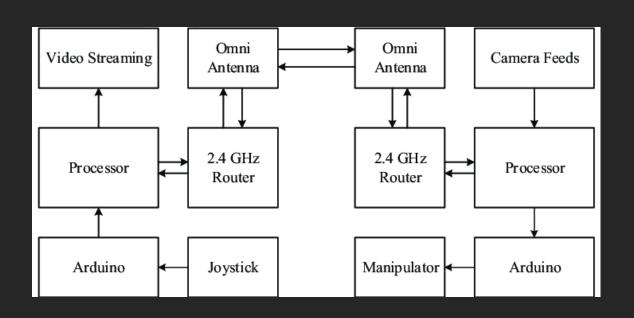
- Precisely define interfaces
  - Communication protocols, data structures, endianness, units, etc. ...
- Precisely define functionality
  - Performance, mathematical function, environmental manipulation

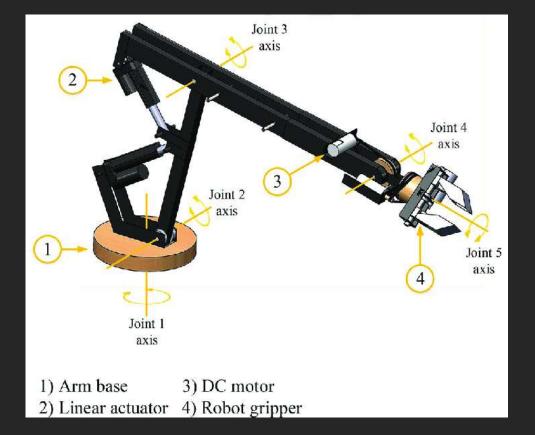




#### **Referential Transparency**

• Modeling and development of a five DoF vision based remote operated robotic arm with transmission control protocol





#### **Referential Transparency**

- Improved reasoning and complexity management
- Enhanced testability
- Simplified debugging
- Modularity and useability