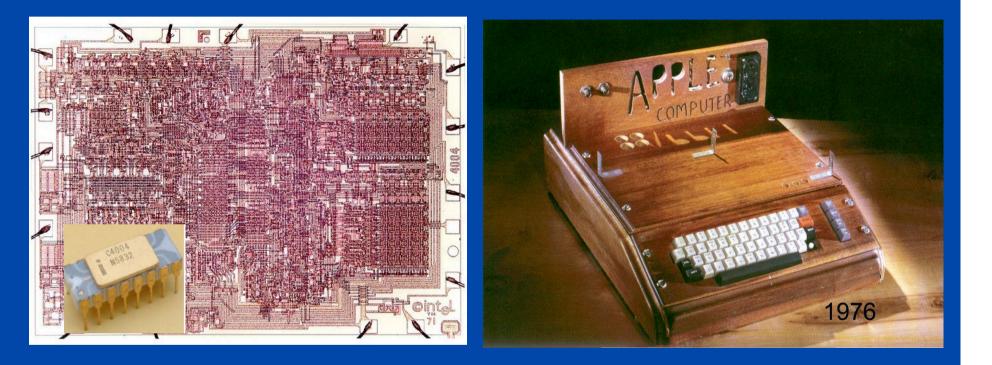


History of Computer

- "I think there is a world market for maybe five computers"
 Thomas Watson, CEO IBM, 1943
- "There is no reason for any individual to have a computer in his home"
 Ken Olsen, CEO DEC, 1977
- "Internet is only a Hype."
 Bill Gates, CEO Microsoft, 1995
- "The most profound technologies are those that disappear…"
- ,...a new way of thinking about computers in the world, one that takes into account the natural human environment and allows the computers themselves to vanish into the background..."
- Marc Weiser, Xerox Parc, 1991 "The Computer of the 21st Century"

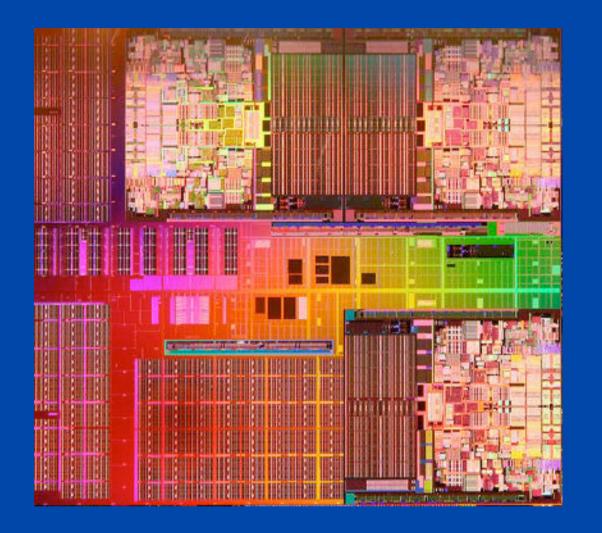
History PC

First microprocessor (1972): 2250 transistors, 108KHz, 10um

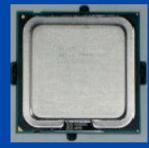


Today: >1 billion transistors, 10.000.000KHz, 0.028um

Intel Dunnington

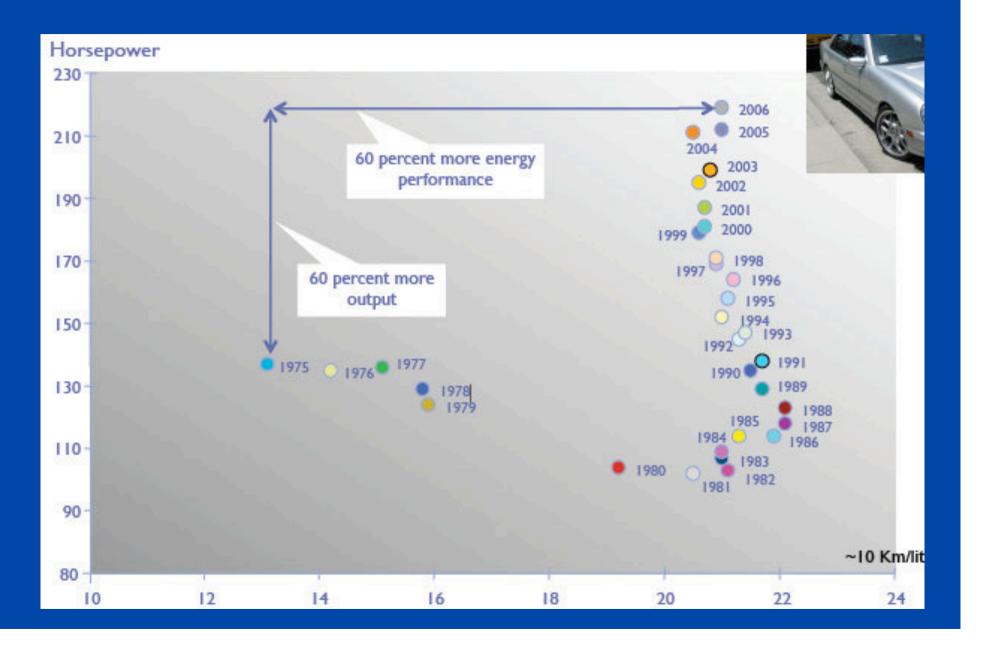


- 6 Core processor
- 1900 Mill. Trans.
- 2.66 GHz, 45nm
- 403 mm2
- >130 Watt



#Transistors x 106#Frequency x 30.000#Feature sizex 200# Chip sizex 40

Comparison Car

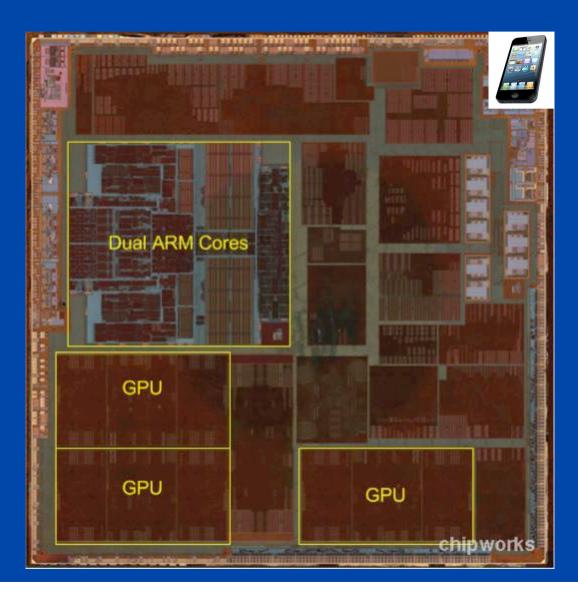




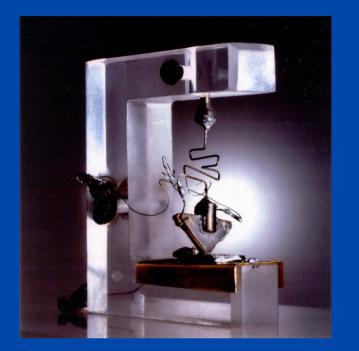
Apple A6 Multi-Core Processor

- 32nm HKMG process
- 96,7 mm2
- 800MHz-1.3GHz
- Package-on-package
- 2x faster than 4S

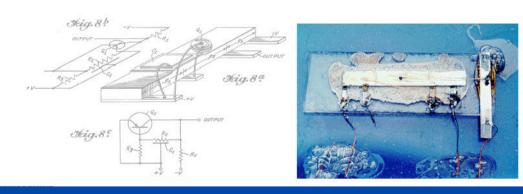




First Transistor (1947)



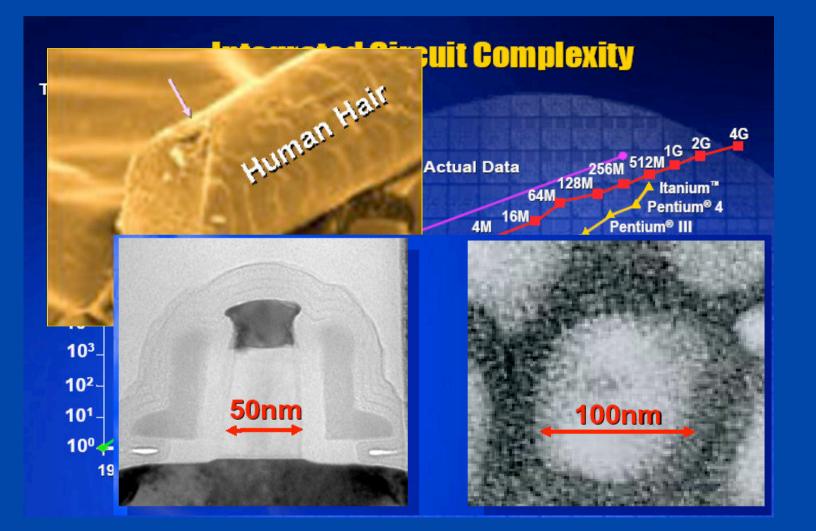
- Christmas 1947 (Bell)
- Bardeen, Brattain discover Transistor
- 1956 Nobel prize together with Shockley



1958 (TI)

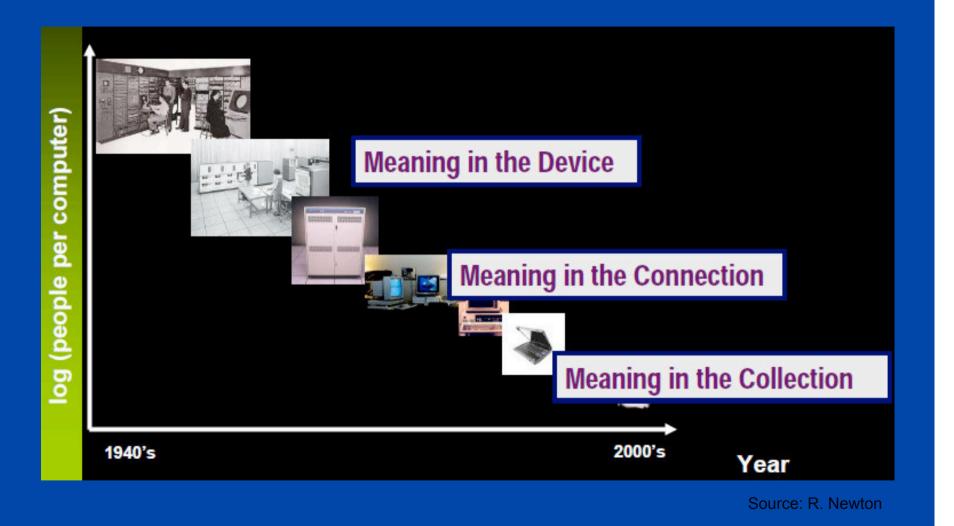
- Kilby starts with miniaturization
- 2000 Nobel prize

Moore's Law (1965)



Post-PC Ära 10 **1000** Chips/Computer PC Post-PC Era Großrechner >100 1 0.01 Computers/Person **Data Processing Multimedia**, Internet "Ubiquitous Computing" **Personal** Mobile **Scientific Computing & Bunsiness** Computing Computing 60 80 90 00 10 70 >10 Billion processors/year

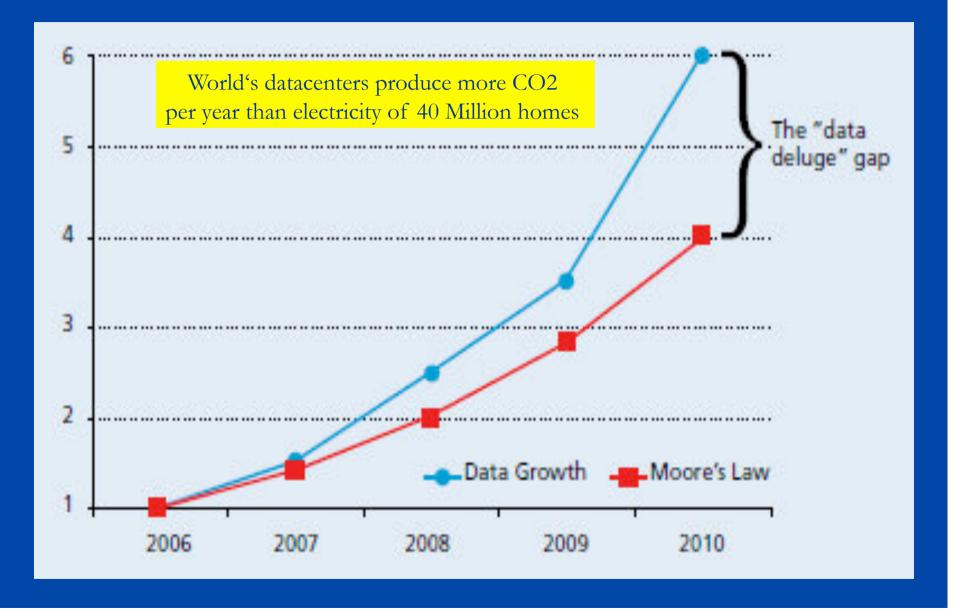
Change in the World of Computing



Information Collection

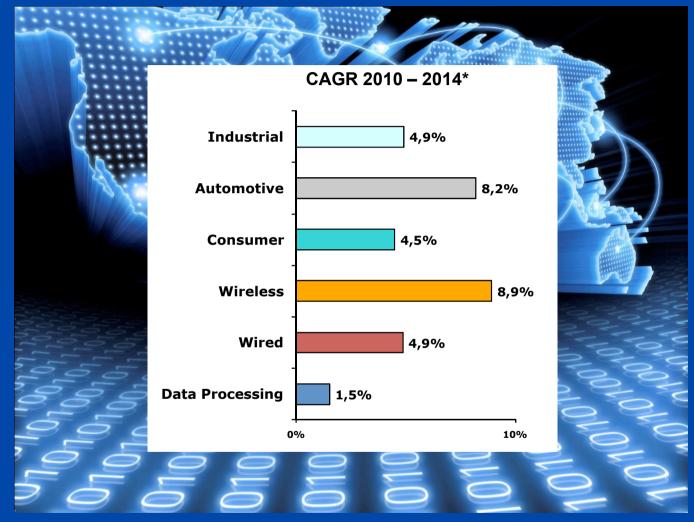


Flooding of Information



Communication Centric World

"Any where, any time, any one, any information"



New cellular mode is added every 3 years, new frequency band every year

Continuous demand for higher data rates and more services

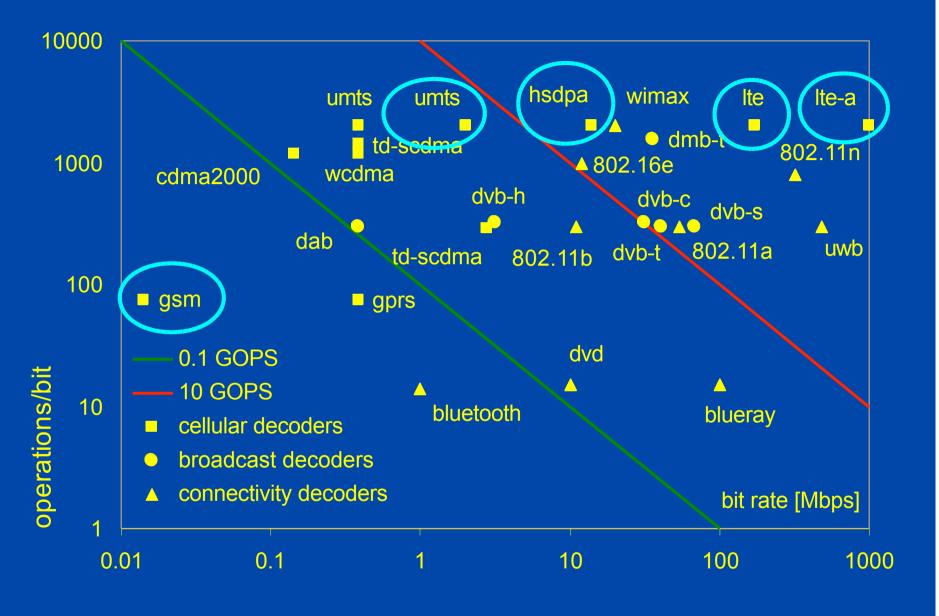
Communication Centric World

- ~ 4 Billion Mobile subscribers worldwide
- ~ 1 Billion new mobiles/year



- Today: 100 Gops @ 1 Watt
- Factor 10 every 5 years

Mobile Phone Trends



Source: Kees van Berkel, MPSoC

Our World becomes Smart

From simple microcontrollers to multicore architectures

HPC in embedded computing

Sensors everywhere

Increased context sensitivity

High throughput wireless communication standards & Internet

- Large connectivity of systems/objects
- Increased interaction between embedded systems and consumer devices

Internet 2012

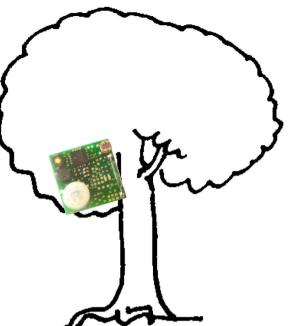
- > 2 Billion people connected
- > 1 Trillion connected "objects" (Internet of Things)

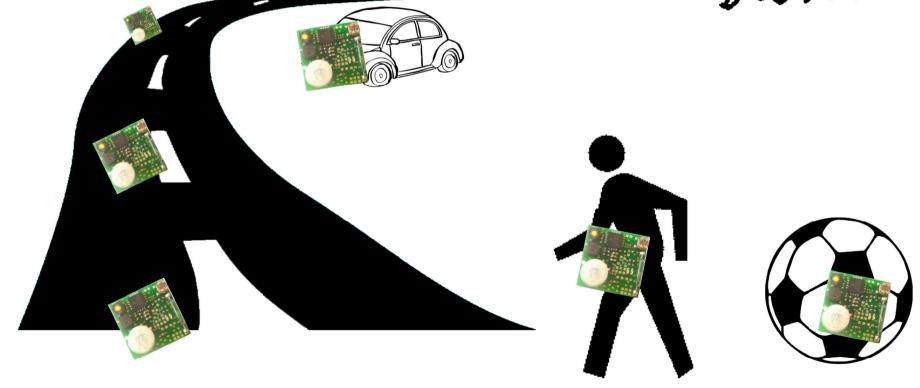
Blurring border between physical and digital world Information aggregation based on connected "objects" Increased interaction of environment and human beings



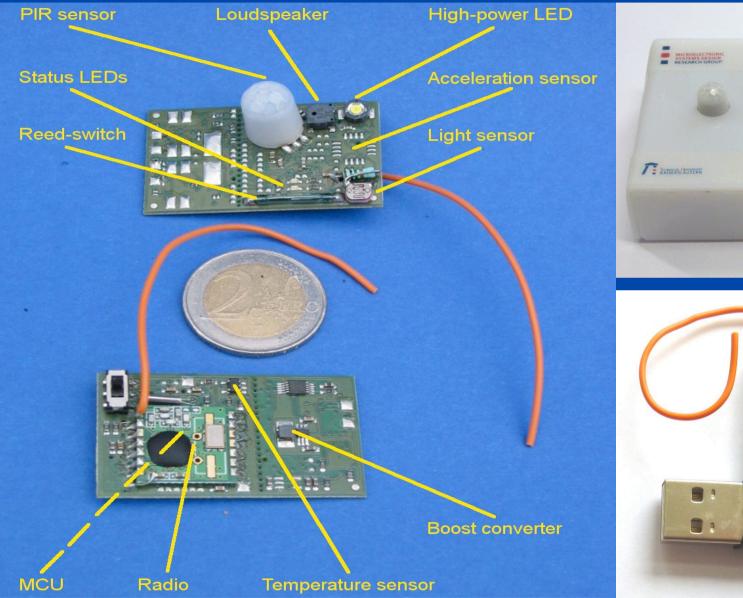


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Example Sensor Nodes - AmICA





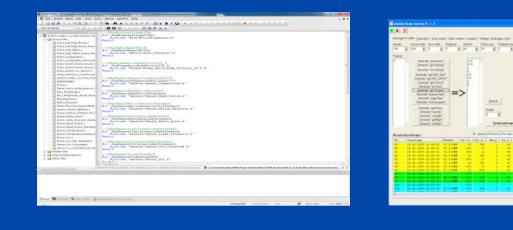


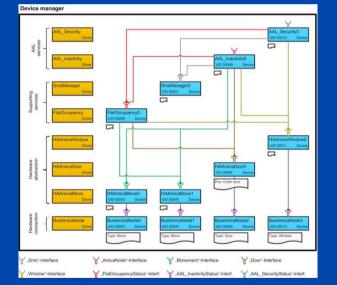
AmICA Platform

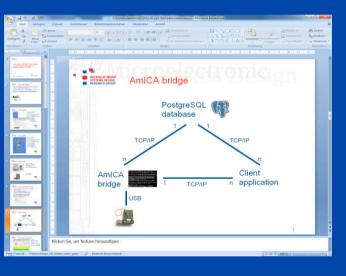
Software Development Framework & Debugger toolkit

TinySEP middleware

Flexible PC Framework







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Application Assisted Living

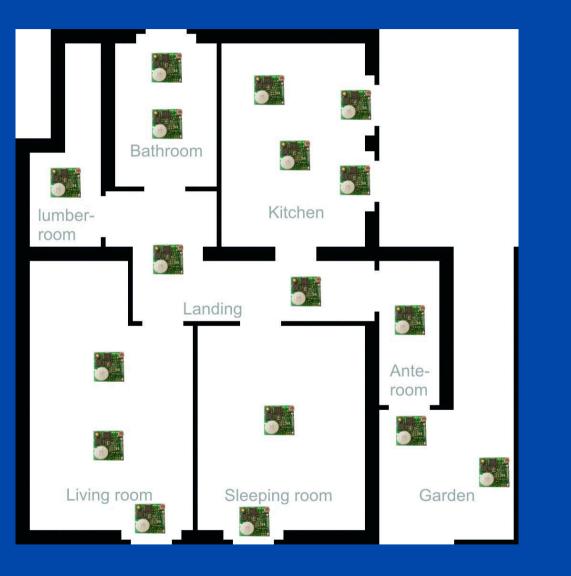
17 AmICA nodes

Sensor:

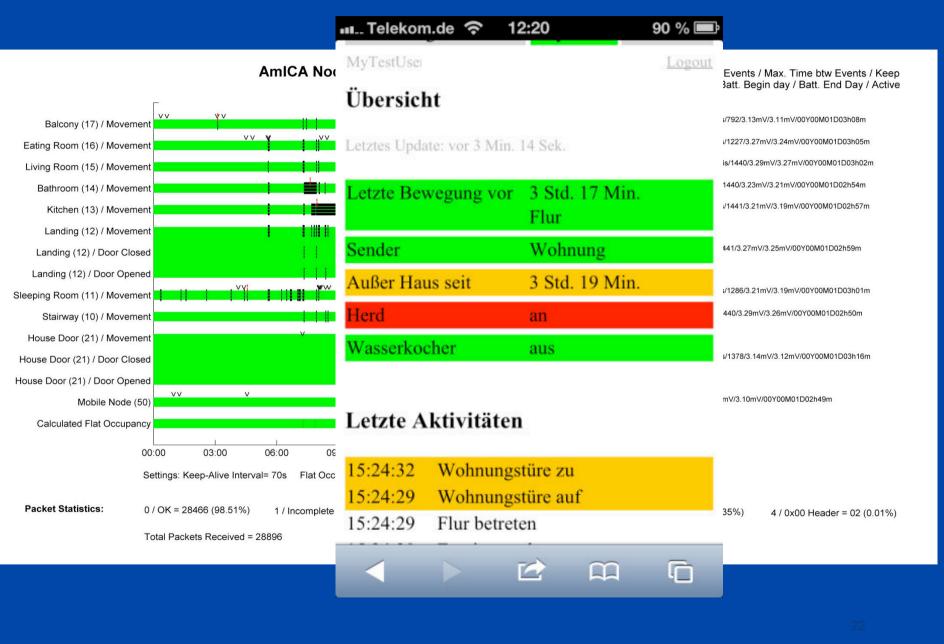
- 17x temperature
- 13x movement
- 12x light
- 9x windows
- 7x door
- 1x garden door
- 1x cooker
- 1x letter box

Actors

- 4x shutter blender control
- Light
- Heating



Application Assisted Living



Further AmICA Applications



Cooperation with "Rusty Jumpers" from Kaiserslautern

- On-node processing and detection of jumps
- Displaying count of jumps and jumps/seconds



Spinning for Fireman

- Sensor node extended with a hear-beat-receiver and pedal sensor
- Up to 20 AmICA nodes in parallel
- Visualization of Data

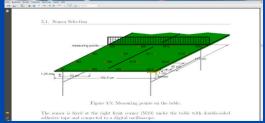


Table tennis

- Automatic detection of ball impact

Towards Cyber-Physical Systems

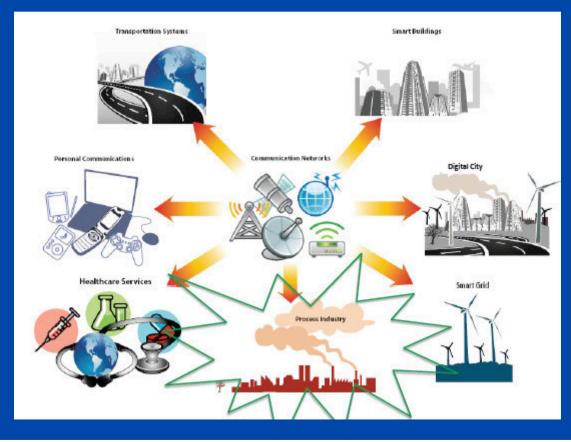


Ubiquitous Computing

Monitoring Environments Wireless Sensor Networks



Closing the loop Critical Infrastructure





Alan Turing

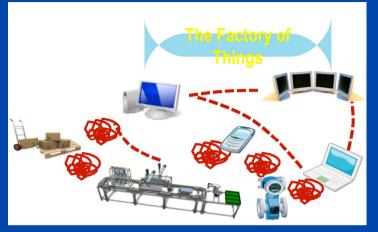


Claude Shannon

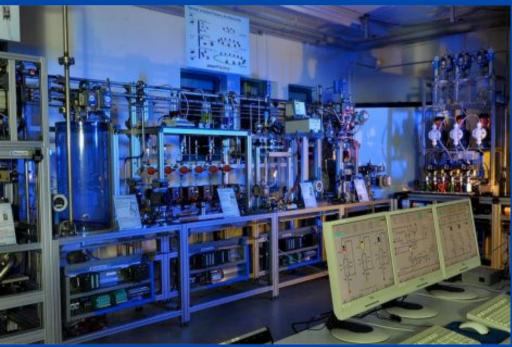


Harry Nyquist

Example Smart Factory TU Kaiserslautern



- Flexible control networks with ad-hoc communication
- Decentralized, context adaptive production and logistic ("intelligent product")
- Location based services







"Green Mobility/Transportation"

Global Traffic Management



City level traffic optimization Safety, Time, Energy, CO2

Local Traffic Control

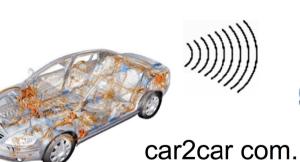




Local optimization M Time, Energy, CO2

car2infrastr.

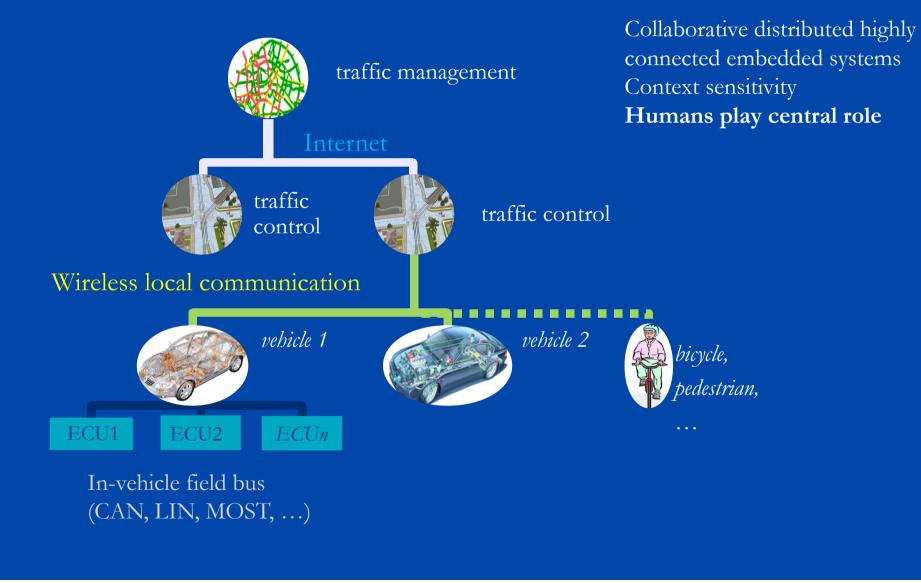
Vehicle Network





- · Driver Assistance
- · Body Control
- Entertainment

Underlying Network



Towards Cyber-Social Systems

CPS: integration of computation, communication and physical world
 Next step: Integration/interaction with human's activity and social behavior

Thank you for attention!

For more information please visit http://ems.eit.uni-kl.de

