

Distributed Real Time Cyber Physical Systems (of Systems)

First Semester

9 CFU

Teachers



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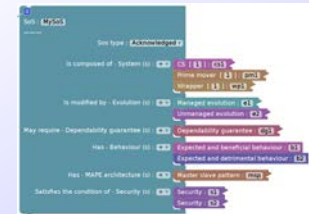
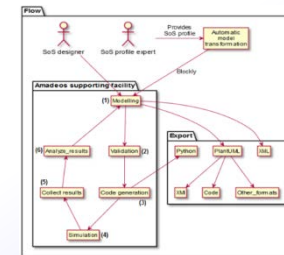
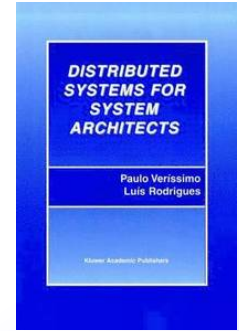
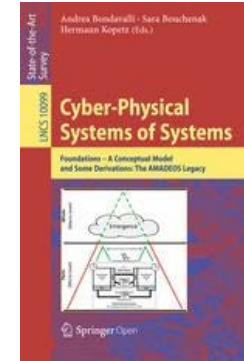
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Objectives and Aquired Knowledge

- The Distributed Real time Cyber Physical Systems course aims at providing solid knowledge and competences to
- **conceive, define and design**
- complex cyber physical systems which are at the basis of emerging fields as Internet of Things, Smart Factories and Critical Infrastructures.
- In particular focus is put on the **distribution and coordination** aspects of the constituent systems of an SoS and on **time management** issues.

Program at a glance

- Introduction and fundamentals on architecting distributed and real-time cyber physical systems
- Design frameworks and techniques for conceiving, modeling and designing cyber-physical systems
- Laboratory on cyber-physical systems (of systems)



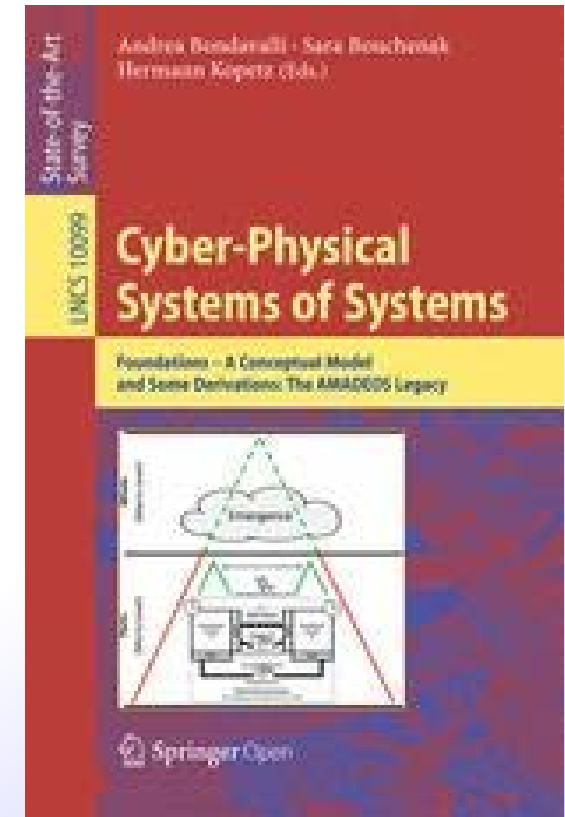
- Introduction and fundamentals of Cyber-Physical Systems
- - interface and stigmergy
- - emergence
- Distributed systems:
 - System models
 - agreement: algorithms and protocols
 - Blockchains
- Real-time systems:
 - Real-time aspects
 - Time, clocks and resilient time keeping
 - Scheduling in real-time systems

- Standard frameworks for designing SoS
- The role of Modelling and Model-Driven Engineering
- SysML, Blockly,
- Design frameworks
- tools and alternatives

- Cyber-Physical Systems Lab: requirements engineering, modeling, implementation (with a little of robotics)
 - Lab presentation, introduction, arrangements
 - Requirements analysis and definition: Kilobots platooning
 - Python with examples
 - Blockly4SoS and examples
 - Modeling of platooning with Blockly4SoS
 - Kilombo (Kilobots simulator): how to use, analysis of examples, how to program
 - Kilobots usage : howTo on Kilobots
 - implementation of the platooning.

Teaching Material

- Course Book:
- **Cyber-Physical Systems of Systems**
Foundations – A Conceptual Model and Some Derivations: The AMADEOS Legacy
- Editors: Andrea Bondavalli, Sara Bouchenak, Hermann Kopetz
ISBN: 978-3-319-47589-9 (Print) 978-3-319-47590-5 (Online)
- The book is published in *open access* form by Springer, meaning that it is freely available for download at
- <https://link.springer.com/book/10.1007%2F978-3-319-47590-5>



Teaching Material

- Additional material:
- Avizienis, A.; Laprie, J.-C.; Randell, B.; Landwehr, C. "Basic concepts and taxonomy of dependable and secure computing" IEEE TDSC, Vol. 1 Page(s): 11- 33, 2004.
- Siewiorek, D.P, Swarz R."Reliable Computer Systems: Design and Evaluation", 3rd edition, A. K. Petres, Ltd., 1998
- Hermann Kopetz: Real-Time Systems: Design Principles for Distributed Embedded Applications, second edition, Springer, 2011
- Paulo Verissimo, Luis Rodrigues: Distributed Systems for System Architects, Springer, 2001.
- Andrew S. Tanenbaum, Maarten van Steen: Distributed Systems: Principles And Paradigms, Pearson Prentice Hall, 2006.
- More material and the course foils are available of the Course website

I) preparation of a **project**

(individual assignement at the end of the lectures and valid for the entire academic year – a relation describing the work done **MUST** be delivered at least one week before the exam)

II) **Interview** (registration on the official unifi webiste mandatory)

Condition for being admitted to the interview is the **acceptance of the project description**

Course WEBSite: <http://e-l.unifi.it>

You are required to sign on (passwd: sos)