

Introduction to Civil Information Systems

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ENCE 201, Fall Semester 2023

August 19, 2023



Overview

1 Modern Civil Infrastructure Systems

- Industrial Revolution
- Transition to Information Era

2 Near-Term Challenges (2020-2060)

- Crisis in US Infrastructure Investment
- Urbanization and Sustainable Cities
- Infrastructure Protection and Recovery

3 Features of Modern Computing

4 Cyber-Physical and Digital Twin Systems

5 Urban and Global Applications

6 Summary (Connections to Scientific Computing)

Part 3

Features of Modern Computing

Key Question: How can we use modern computing technologies to **improve** Civil Engineering Systems?

Early Expectations of Computing

What does a computer do?

- Performs calculations – **billions** (sometimes even trillions) of **calculations per second**.
- Remembers results – **gigabytes** and terabytes of **storage**.

What kinds of calculations?

- Built-in to the language.
- User-defined by programmers.

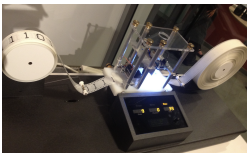
Traditional and Emerging Views of Programming:

- Computers only know what you tell them ...
- Computers discover things for themselves ...

Early Expectations of Computing

Turing Computer/Basic Primitives:

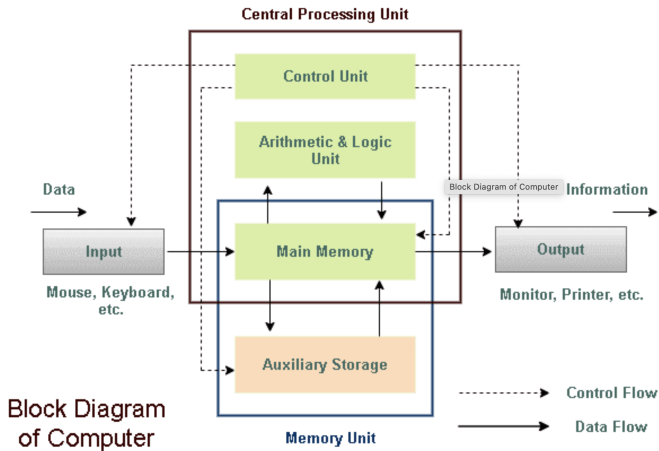
- Alan Turing (1936) created the **Turing machine** that included the **idea** of a **computer program**.



- He showed that you can **compute anything** using only **6 primitives**: right, left, print, scan, erase, nothing.
- Modern programming languages** have a **more convenient set of primitives**. Can abstract methods to create new primitives (e.g., user-defined objects).
- Anything computable in one language** is **computable in any other programming language**.

Early Expectations of Computing

Block Diagram of a Computer:



Block Diagram of Computer



Man and Machine (Traditional View)

Man	Machine
<ul style="list-style-type: none">● Good at formulating solutions to problems.● Can work with incomplete data and information.● Creative.● Reasons logically, but very slow.● Performance is static.● Humans break the rules.	<ul style="list-style-type: none">● Manipulates Os and 1s.● Very specific abilities.● Requires precise descriptions of problem solving procedures.● Dumb, but very fast.● Performance doubles every 18-24 months.● Machines will follow the rules.

Sensible Problem Solving Strategy

Let engineers and computers play to their strengths:

- Accelerates the **solution procedure**.
- Enables the analysis of problems having **size** and **complexity** beyond **manual examination**.
- Adds value in areas that will lead to long-term economic growth.

Getting things to work We need to:

- Describe to the computer solution procedures that are completely unambiguous.
- Look at data, organization and manipulation of data, and formal languages.

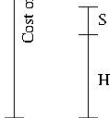


Expanding Expectations of Computing

Economics of computing and systems development

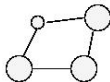
H = Hardware
S = Software

↑
Cost of development



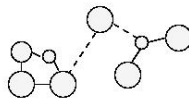
Task-oriented programs and modules.
Centralized operations

1970's and early 1980s.



Integrated systems and services.
Distributed operations.

Early 1990s

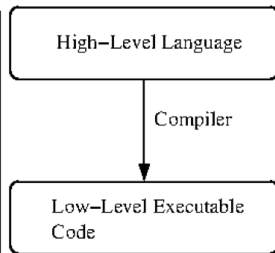
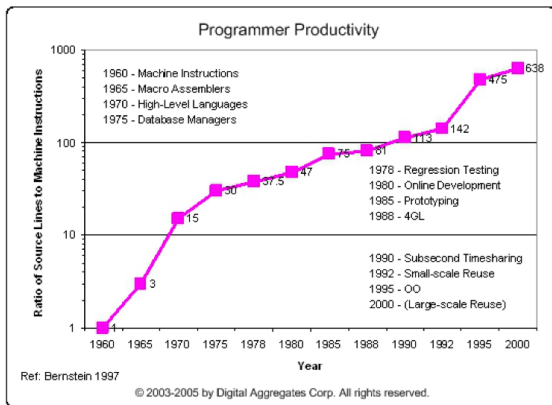


Integrated systems and services.
Dynamic and mobile distributed operations.

Mid 1990s - today

Pathway to Improved Programmer Productivity

Increasing System Complexity: Software programmers need to find ways to solve problems at high levels of abstraction.



Evolution of Computer Languages

Computer Languages. Formal description – [precise grammar](#) – for how a problem can be solved.

Evolution. It takes about a decade for significant advances in computing to occur:

Capability	1970s	1980s	1990s
Users	Specialists	Individuals	Groups
Usage	Numerical computations	Desktop computing	E-mail, web, file transfer.
Interaction	Type at keyboard	Screen and mouse	audio/voice.
Languages	Fortran, C	MATLAB	Python, Java

Popular Computer Languages

Tend to be **designed** for a **specific set of purposes**:

- FORTRAN (1950s – today). Stands for formula translation.
- C (early 1970s – today). New operating systems.
- C++ (early 1970s – today). Object-oriented version of C.
- MATLAB (mid 1980s – today). Stands for matrix laboratory.
- Python (1990s – today). Object-oriented scripting language.
- HTML (1990s – today). Layout of web-page content.
- Java (1994 – today). Object-Oriented language for network-based computing.
- XML (late 1990s – today). Description of data on the Web.

Post- 2000 Era

New Infrastructure → New Architectures, Languages, ...

Capability	2000-present	2020-2030
Users	Groups of people, sensors and computers.	Integration of the cyber and physical worlds.
Usage	Mobile computing. Control of physical systems. Social networking.	Embedded real-time control of physical systems.
Interaction	Touch, multi-touch, proximity.
Languages	XML, RDF, OWL.	New languages to support time-precise computations.

Post-2010 Era → Emergence of AI

State-of-the-Art Implementation (2020, Google, Siemens, IBM)

- AI and ML will be **deeply embedded** in new **software and algorithms**.

Artificial Intelligence:

- **Knowledge representation** and **reasoning** with ontologies and rules. Semantic graphs. Executable **event-based processing**.

Machine Learning:

- Modern neural networks. Input-to-output prediction.
- Data mining.
- Identify **objects**, **events**, and **anomalies**.
- Learn structure and sequence. **Remember stuff**.

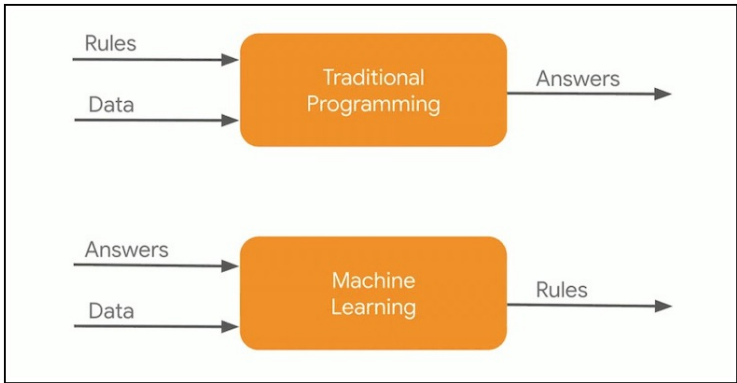


Man and Machine (AI-ML View)

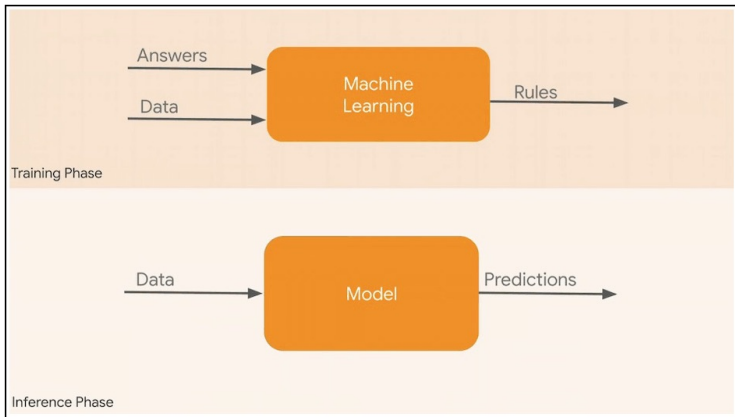
Man	AI-ML Machine
<ul style="list-style-type: none">● Good at formulating solutions to problems.● Can work with incomplete data and information.● Creative.● Reasons logically, but very slow. Forgetful.● Performance is static.● Humans make the rules, then they break them.	<ul style="list-style-type: none">● Manipulates Os and 1s.● Can work with incomplete data and information.● Creative.● Fast logical reasoning.● Performance doubles every 18-24 months.● Data mining can discover the rules.



Traditional Programming vs AI-ML Workflow



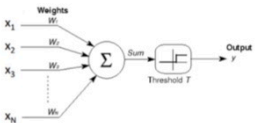
Traditional Programming vs AI-ML Workflow





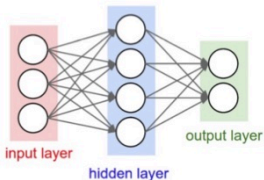
Machine Learning Capabilities (1980-1990)

Expressive Power of a Neural Network

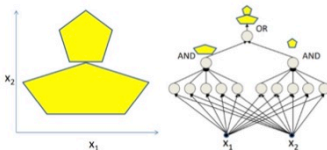
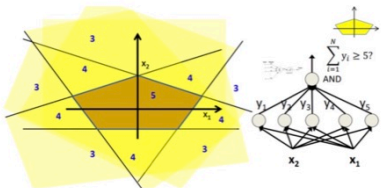


$$y = \begin{cases} 1 & \text{if } \sum_{i=1}^d w_i x_i \geq T \\ 0 & \text{else} \end{cases}$$

Neural Network with Single Hidden Layer

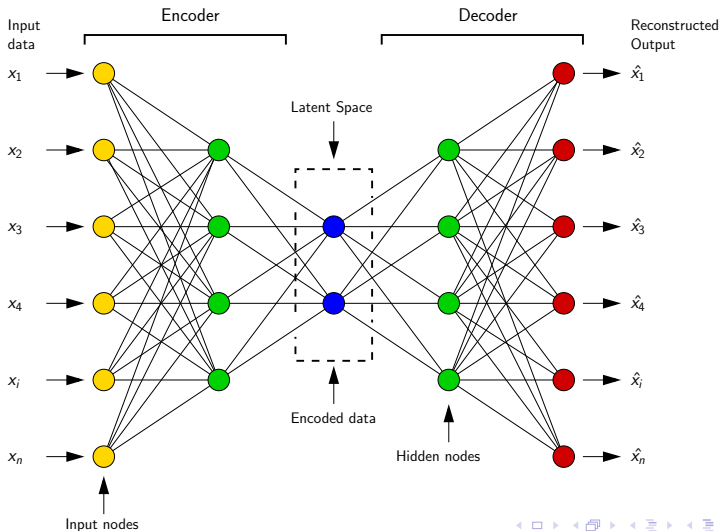


Approximation of Functions / Boolean Logic



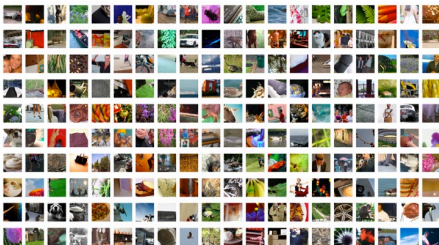
Classification of Machine Learning Problems

AutoEncoder (Encoder-Decoder-Reconstruction)



Classification of Machine Learning Problems

ImageNet and Deep Learning (2009-present)



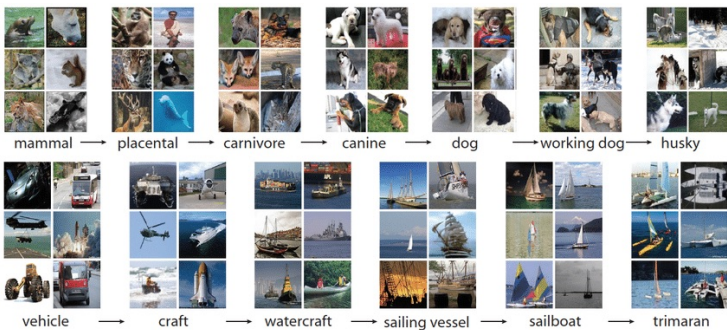
Indexed Database of 14.2 million Images

- Project initiated by Fei Fei Li in 2006
- Image annotation process crowd sourced via Amazon's Mechanical Turk. Categories derived from WordNet.
- Well organized → supervised machine learning.

Classification of Machine Learning Problems

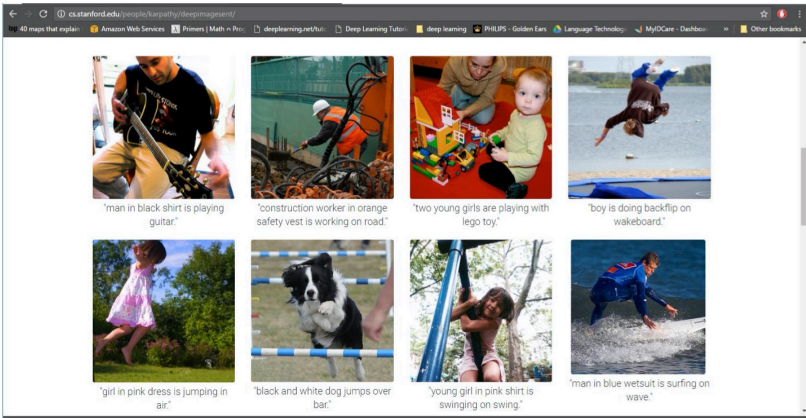
ImageNet and Deep Learning Capabilities:

- Identify objects in an image.
- 27 high-level categories; 21,800 sub-categories.



ImageNet and Deep Learning

Captions generated by a neural network:



The screenshot shows a web browser window with the address bar displaying `cs.stanford.edu/people/karpathy/deepimagesent/`. The browser tabs include "40 maps that explain...", "Amazon Web Services", "Primers | Math in Pro...", "deeplearning.net/tu...", "Deep Learning Tutor...", "deep learning", "PHILIPS - Golden Ears", "Language Technology", "MyDOCare - Dashbo...", and "Other bookmarks". The main content area displays eight images arranged in a 2x4 grid, each with a caption generated by a neural network:

- Image 1: A man in a black t-shirt playing a guitar. Caption: "man in black shirt is playing guitar."
- Image 2: A construction worker in an orange safety vest working on a road. Caption: "construction worker in orange safety vest is working on road."
- Image 3: Two young girls playing with lego toys. Caption: "two young girls are playing with lego toy."
- Image 4: A boy performing a backflip on a wakeboard. Caption: "boy is doing backflip on wakeboard."
- Image 5: A girl in a pink dress jumping in the air. Caption: "girl in pink dress is jumping in air."
- Image 6: A black and white dog jumping over a blue and white striped bar. Caption: "black and white dog jumps over bar."
- Image 7: A young girl in a pink shirt swinging on a swing. Caption: "young girl in pink shirt is swinging on swing."
- Image 8: A man in a blue wetsuit surfing on a wave. Caption: "man in blue wetsuit is surfing on wave."

Machine Learning in CEE

Opportunities for Machine Learning in CEE:

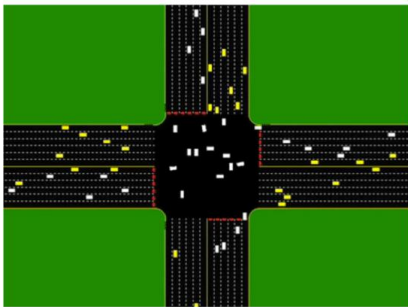
- Predicting system response and performance.
- Interpreting data and formulating models to predict component and subsystem-level properties.
- Information retrieval from images and text.
- Recognizing patterns in streams of sensed data.

Economic Considerations:

- Urban infrastructure is permanent/semi-permanent and very expensive to build and maintain.
- Prioritize improvements to efficiency by identifying and removing bottlenecks in performance.
- Use AI-ML for design of actions that enhance behavior/system performance.

AI-ML Enabled Decision Making (Self-Driving Cars)

Goal. Improve performance by removing bottlenecks → no human driver; no traffic lights.



Remark: 95% of the requirements are for the system software.

Source: ISR visitor from GM Research.

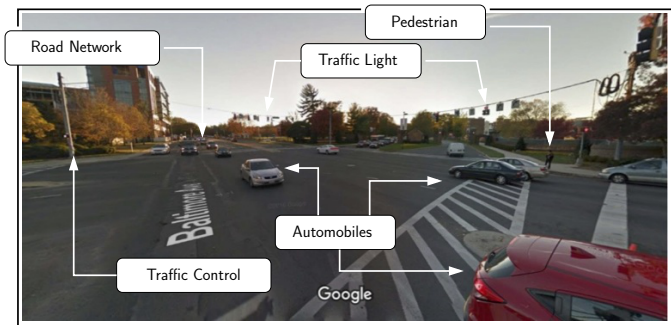
Remark: Tesla will produce self-driving cars by 2016.

Source: Elon Musk.

Stop signs and traffic lights are replaced by mechanisms for vehicle-to-vehicle communication (Adapted from <http://citylab.com>).

AI-ML Enabled Decision Making (Self-Driving Cars)

Goal. How to traverse traffic intersection safely and without causing an accident?

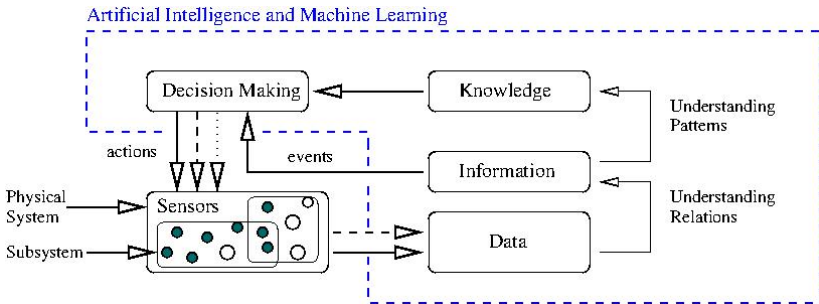


Required Capability. Observe, evaluate, reason, take actions.

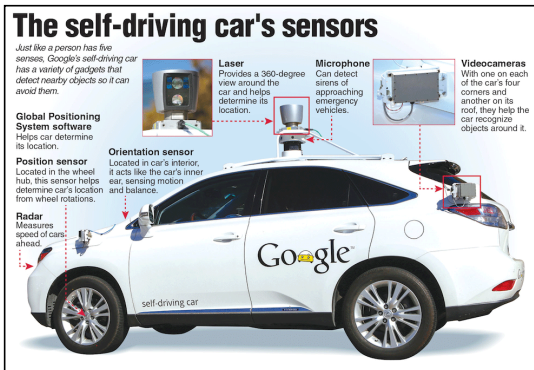
Challenges. Multiple domains, multiple streams of heterogeneous data, event-driven behavior, dynamic, time critical.

AI-ML Enabled Decision Making (Self-Driving Cars)

Pathway from **sensing** and **data collection** to ... action ... improved performance, now **enabled** by **AI** and **ML** capabilities:



AI-ML Enabled Decision Making (Self-Driving Cars)



Today: Modern automobiles → 100 million lines of software.

Tomorrow: Self-Driving automobiles → 200-300 million lines of software.

AI-ML Enabled Decision Making (Self-Driving Cars)

Navigating a Busy Traffic Intersection:

How the car operates

- 1 Any object the vehicle's sensors spot is interpreted by software to determine if it's a pedestrian, cyclist, vehicle or something else.
- 2 Using what it's learned from previous driving, the software makes predictions about what objects will do next.
- 3 The software analyzes the information to decide whether it is safe to accelerate, turn or hit the brakes.

Source: Google
Graphic: Tribune News Service

How the car sees the world
This computerized image is what Google researchers monitoring sensor data see as they ride in the vehicle.

- Other vehicle
- Pedestrian
- Cyclist
- Objects that warrant caution
- A crosswalk, indicating the car needs to stop
- A traffic signal, warning of upcoming railroad tracks
- Path where Google's car intends to go

- Identify various kinds of objects (e.g., vehicles, crosswalk).
- Predict what objects will do next.
- Conduct safety assessment.
- Take action.



Google DeepMind (2018-2020)

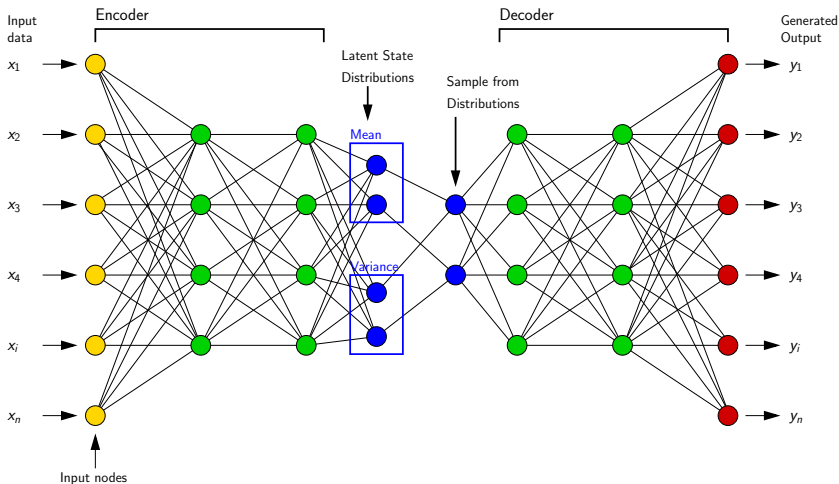
Teach Self-Driving Cars to Navigate a City without a Map



Test Cities: London, Paris, New York.

Post-2020 Era → Explosion of Generative AI

Variational AutoEncoders (Generative Models)

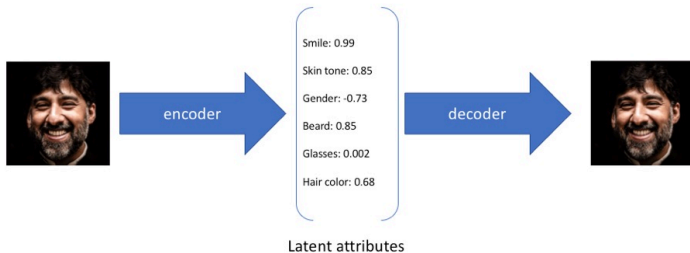


Post-2020 Era → Explosion of Generative AI

Standard Autoencoders vs. Variational Autoencoders:

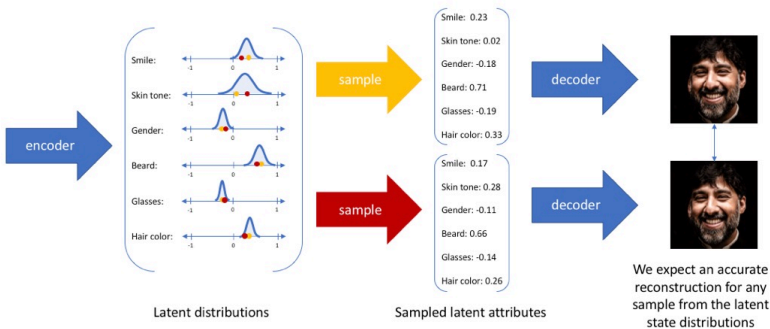
- A **standard autoencoder** outputs a **single value** for each **encoding dimension**.
- **Variational autoencoders** provide a **probability distribution** for each latent attribute.

Example: Single value representations for latent attributes:



Post-2020 Era → Explosion of Generative AI

Image Reconstruction: sampled from latent distributions ...



Source: Jordan J., Variational Autoencoders, Data Science, March 2018.



Post-2020 Era → AI Generated Architecture

Convergence: Engineering-Architecture-AI

AI-generated art ...



AI-generated building architecture





Post-2020 Era → AI Generated Presentation



RT
Russian TV channel unveils AI weather ...



DayFR Euro
AI weather forecaster



References

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