



Ajuntament de
Sant Feliu
de Llobregat

THE SKYNET EXPERT SYSTEM

The city and its project



- **City:** Sant Feliu de Llobregat
- **Name of the Project:** Skynet
- **Project Area:** Environment.
- **Status of the project:** Network Up&Running with expected extensions



Purpose



Skynet is an **EXPERT SYSTEM** to automate the management of SmartCity infrastructures, in a quick and flexible way. It's a generic tool, reusable in different scenarios. It has the following features:

- **Integrable** with multiple sensory platforms: Sentilo, Fi-ware, other.
- **Portable** to embedded devices, Raspberry-pi, Android, etc, allowing Skynet to be used as an sensor controller. Skynet can connect sensors and actuators into sensory platforms.
- **Programmable in a functional language simple** and easy to learn, but powerful enough to implement complex algorithms of artificial intelligence, learning, etc.
- **Programmable remotely** via HTTP / REST interface.
- **Availability of Web tools, java and mobile** to program and test the expert system rules.

SKYNET – Components



A functional programming language

Specially designed for solving artificial intelligence problems.

Expert system rules are expressed in this language.



An execution environment (server)

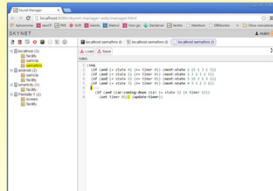
Light weight and portable, can run on cloud servers and embedded devices.

Expert systems run on it.



An IDE (manager)

Web tool to manage the servers and programming the rules.

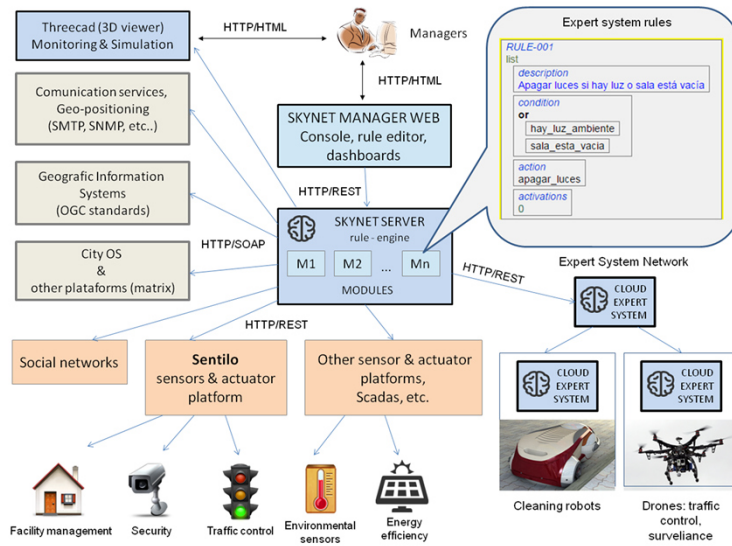


A 3D viewer (threecad)

WebGL based viewer to monitor a smartcity infrastructure and to simulate the rules operation.



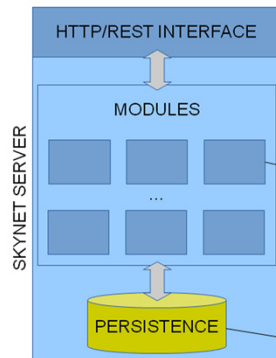
SKYNET - Interoperability



SKYNET server - Internal architecture (I)



A Skynet server is an artificial brain with this internal architecture:



- HTTP/REST API for programming modules and interact with them.
- Supported methods:
 - GET: get data
 - PUT: put data
 - DELETE: delete data
 - POST: execute statement

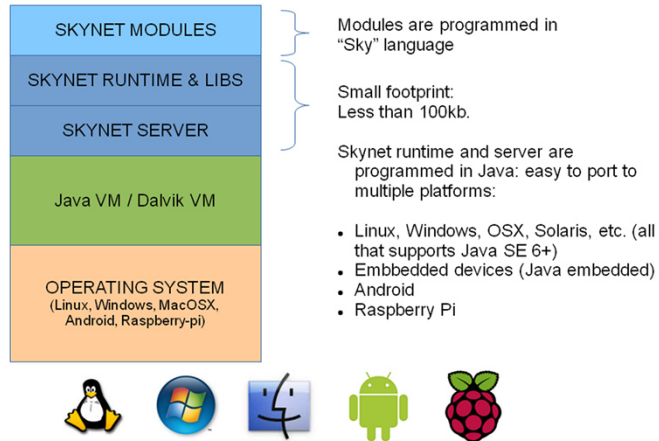
- Modules are programmed in "sky", a functional language similar to LISP.
- Each module implements an expert system with a set of facts and rules
- Modules do not share information but can work together
- Modules are multi-threaded, they can do multiple tasks simultaneously.

- The server can save and restore snapshots of all module data (facts and rules)

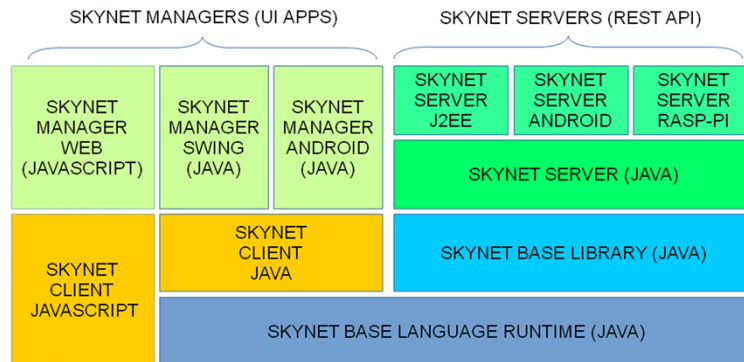
SKYNET server - Internal architecture (II)



Skynet server technology stack:



SKYNET – Project organization (Dependency diagram)



SKYNET language: features



- Very simple but powerful functional language
- Based on S-Expressions (homoiconicity: data and code are represented in the same way)
- Easy parsing and code generation (Wizards can create rules easily)
- Small footprint (can be ported to devices with low resources)
- Easy to extent with new built-in functions
- Support for user defined functions
- User defined functions can be recursive
- Multi-threaded
- Just 5 basic data types: strings, numbers, booleans, references (symbols), lists
- All these data types are persistent

SKYNET – Experience & valuations



Demonstrated the viability of the tool and its possibilities with several projects:

- Energy efficiency in SF Town Hall central building.
- Traffic control in Reus city center.
- Parking control in taxi ranks (Reus city).

Achivements:

- Reduction of development costs.
- More flexibility for changing the control logic.
- Better integration of smartcity solutions.



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www.santfeliu.cat

