

Exercise 4

INVENT A COMMUNITY OF THINGS

Many automatic systems are centralized: many sensors send information to a single central controller ('hub') which then sends commands out to many actuators – rather like the brain in the body, or the director of a company. But systems can be decentralized: there is no central controller – instead, sensors and actuators each have some intelligence and communicate directly to each other.

A natural example of a decentralized system is a colony of ants (formiche). It has no 'plan', no 'king' sends commands. And individual ants are not very clever. But ants are programmed to respond to the behaviour of other ants, so the colony as a whole has an 'emergent' and 'distributed' intelligence which can do very complex operations.

A fantasy example: The calli and campi of Venice are cleaned by Venbots, small robots similar to Roombas, the domestic vacuum cleaners. Venbots clean together in 'swarms' (sciame), and can communicate ('talk') to each other. At intervals, they go to Venbars to get more electricity, detergent and water, and to excrete rubbish; so Venbots must also talk to Venbars. When a Venbar has no more detergent, or too much rubbish, it must ask robot Venboats to bring more detergent or remove the rubbish.

This is only an example, but note that:

- This system is a 'community of things': it has many members which communicate to each other and act cooperatively
- In this case there are three kinds of member: Venbots, Venbars, and Venboats
- The community's intelligence is distributed: there is no centralized computer/controller
- In this case all the members have some intelligence and are both sensors and actuators.

- 1 Form teams of 3
- 2 For 10 minutes, invent a new (not existing) 'community of things':
 - Start by brainstorming
 - Choose a situation: home, work, university, city etc.
 - Your community must have at least three kinds of member; they communicate to each other and act cooperatively
 - Your community's intelligence is distributed: there is no centralized computer/controller
- 3 For 5 minutes, draw an abstract diagram of this community
- 4 For 5 minutes, draw a sketch of the community in action
- 5 Write your full names (*nomi e cognomi*) on the display
- 6 Fix it to the wall and be prepared to explain it to everyone.