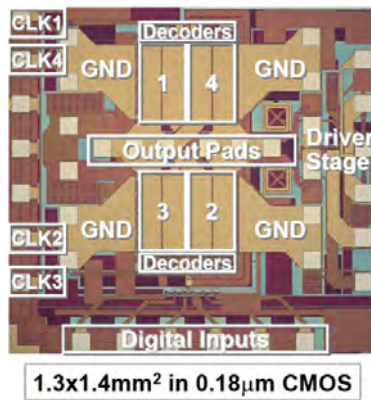
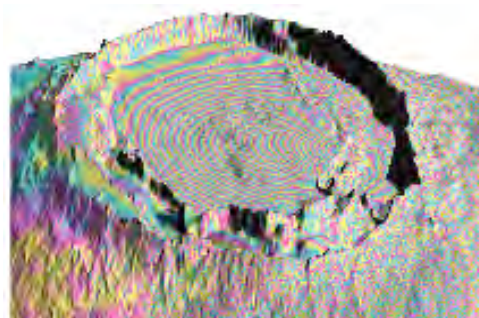


EE

# Where the Virtual World Meets the Real World



Mark Horowitz, Stanford



# Entrepreneurial History

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- History of EE at Stanford:
  - Power Systems (think Hoover Dam)
  - Radar / Radio
  - Digital communication / Information Theory
  - Solid State
  - Integrated Circuits
  - Computer Systems
  
- Look beyond the traditional areas of activity
  - Find new “tools” to use and new problems to solve

# Entrepreneurial History

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## EE is a Successful Department

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- Usually the largest department in Engineering School
  - Closely affiliated with CS
- Source of great job creation
  - And careers for students
- Rightly associated with high-technology
  - And the IT revolution
  - When people think of EE, they think IT

## The Problems With Success

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- We have won – everything has a chip in it
  - But fame is fleeting
    - People expect cards to talk
  
- But this is also part of the problem
  - Technology is sufficient complex, it is hard to engage
  - Have you taken apart any of your gadgets?
  
- Concern about the slowing of the IT engine
  - And thus concern about EE

## Silicon Technology Will Mature

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- Silicon will not disappear
  - It will still be a huge business
    - Growth rate is slower, Eventually very slow scaling
  
- Silicon will become like concrete and steel
  - Basis of a huge industry
  - Critical to nearly everything
  - But fairly stable and predictable
  
- Will remain the dominate substrate for computing
  - And performance be limited by power dissipation

## Changes are Exciting Times

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- Technology scaling will slow down
  - The world will be different than people expect
  - That will create lots of dislocations, and stress
    - But that is not bad, creates opportunities
- Today is an exciting time for device researchers
  - Lots of creativity in different kinds of devices
  - Lots of More than Moore work
    - A single power device costs more than 1M transistors
- Remember Our History
  - EE is not about technology scaling
    - We are no more a tech scaling shop than a radio shop
    - Leverage our skills to new problem areas

## What We Learned Riding Moore's Law

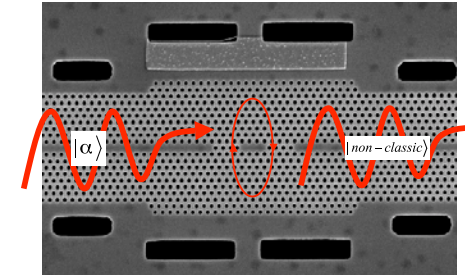
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- The interface between physical and virtual
  - Convert anything into bits; use bits to control anything
    - Electronic, photonic, magnetic, and micro-mechanical
- The science & technology of information
  - Analyze and manipulate information
  - From basic abstractions to dynamic control & optimization
- Design and control of complex systems
  - From basic foundations to materials, circuits, & systems
  - Creating reliable & programmable systems
    - Which exponentially grew in complexity
- While keeping entrepreneurship and societal impact
  - Societal needs => innovative research => widely-used stuff

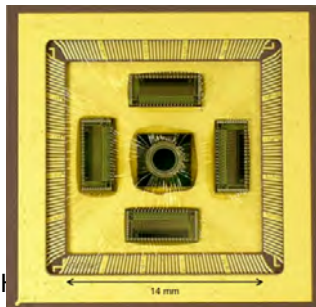
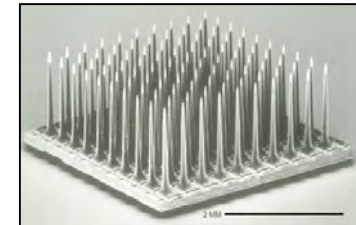


# Moving These Skill to New Areas: Very Exciting Future

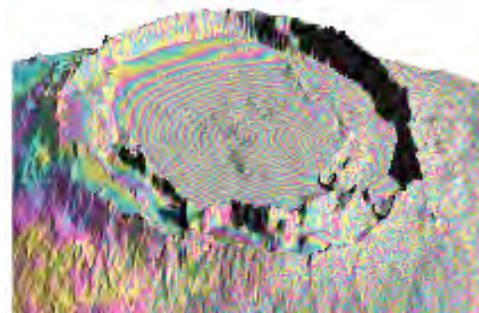
- Addition of bio / nano to math and physics
  - New systems measure / model
  - New underlying technology to build systems



- The rise of sensing / imaging /communication
  - Most problems need more data
  - Leveraging new phenomena for measurement
  - Many interesting new ways of creating images
    - Both through capture and computation



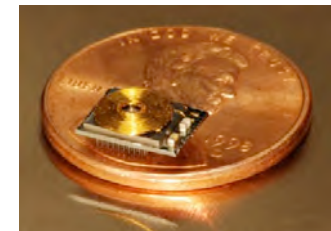
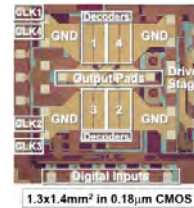
Mark H. Stanford University



## Exciting Future, cont'd

- Systems / Circuit Design

- Embedded systems; large distributed systems
- Complexity is crushing us but
  - Demand for customized systems will increase
- Need to rethink how we design systems



- Extracting information from data / acting on it
  - Optimization, probabilistic methods, machine learning
  - Autonomous vehicles / control



## Visions of the Future

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- Energy Efficiency and Environmental Sustainability
  - Efficient generation, transfer, and load control of energy
  - Continuous analysis of interactions with the environment
  - Dynamic influencing societal networks through incentives
  - New manufacturing technologies that are greener
  
- Human Healthcare
  - Continuous monitoring and analysis of human health
  - Intelligent devices to revolutionize treatment methods
  
- Scalable Information Technology
  - Reliable systems at nano and mega scales
  - Computation, networking, & storage available anywhere
    - At no cost

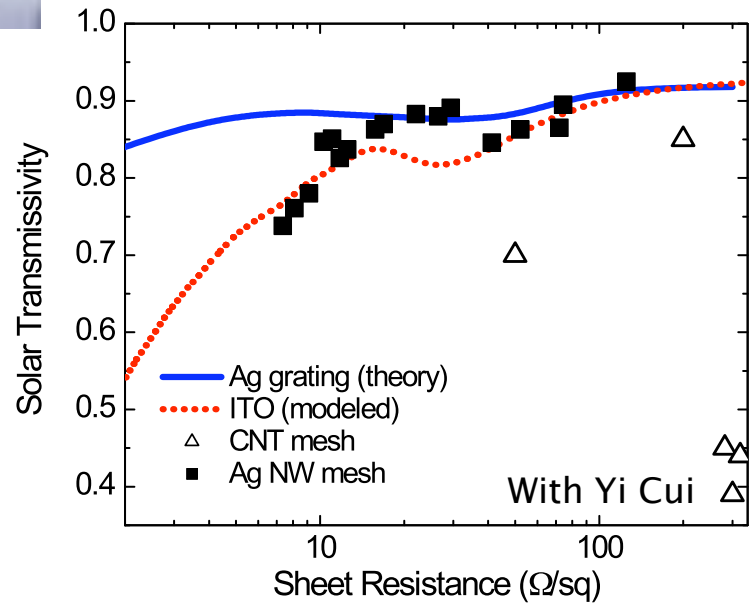
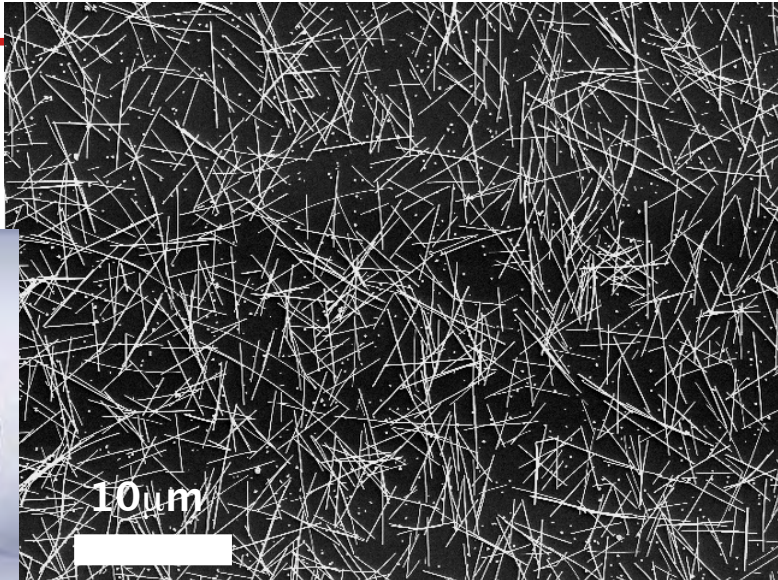
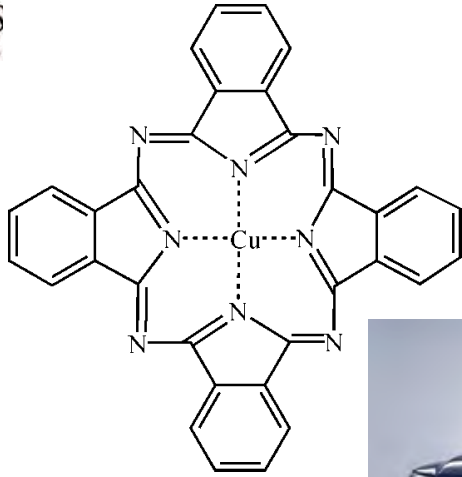
## **EE Skills are Key in All of These Areas**

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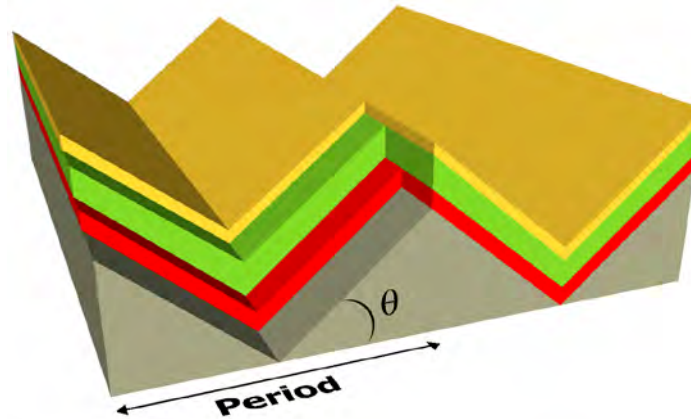
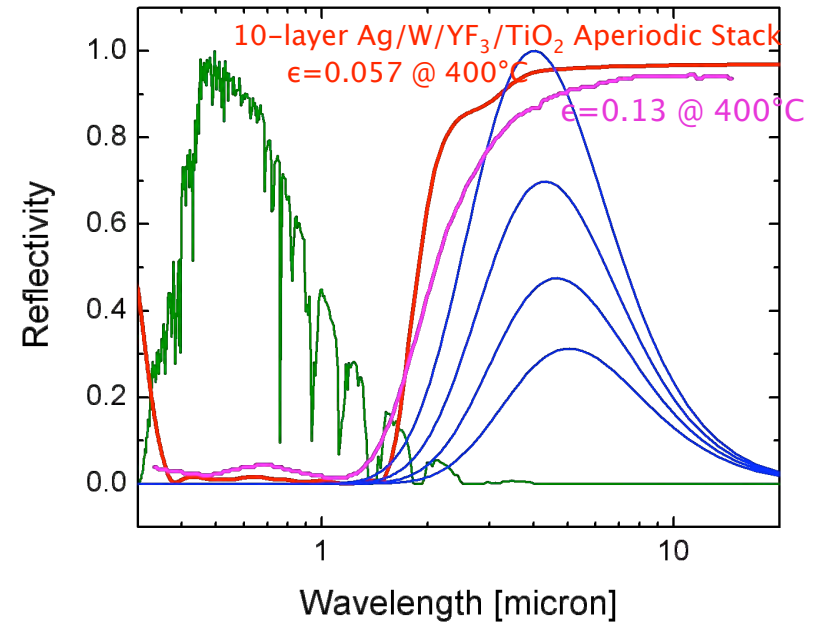
- All require coupling physical world to IT
  - Information processing is so cheap
  - Great way to analyze / communicate / process / control
  
- Most are complex systems
  - We have had large experience dealing with complexity
  - Our systems have been doubling for decades
    - Both in what we design and use



# Organic Solar Cells



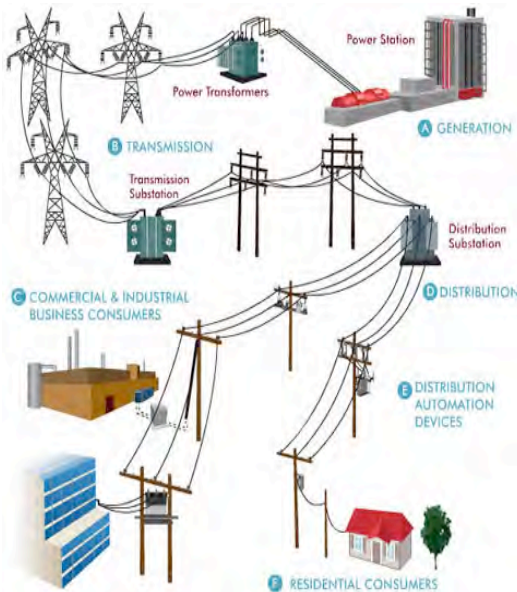
# Photonic Crystal Solar Thermal Systems



# Active Energy Management



- Enable high % renewable energy on grid
- The nature of the challenge
  - Multi-scale: concepts applied at all levels, from individual devices to the overall grid
  - Multiple agents: optimize functionality & financial benefits for all parties (producers & consumers) and environmental impact
- Core research
  - Sophisticated real-time modeling and optimization techniques
  - Energy storage techniques
  - Low cost sensors and communication mechanisms
  - Hierarchical, secure network of all systems
  - Systems architectures for energy efficiency and automated management





# Manage Societal Networks



- Societal network
  - Resources + Technology + Humans
- Goal:
  - Use continuous monitoring and on-line incentive mechanisms to align individual behavior with social good
- Examples
  - Road congestion & air pollution reduction
    - Through pricing incentives
  - Improving recycling efficiency





## Instrumenting & Assisting our Bodies



- Revolution just starting in implantable medical systems
- Goal: Highly instrument our bodies, make decisions on these real-time streams, and directly assist our bodies
- Examples
  - Continuous monitoring of glucose levels => automatic, intelligent delivery of insulin
  - Continuous monitoring of brain waves => administering electric stimulation to prevent epileptic seizure onset
  - Continuous decoding of neural signals of paralyzed patients => control prosthetic limbs



# Non-Invasive Diagnosis and Therapy

## Future of Brain Surgery

Near Term (2010)



High-Intensity Focused Ultrasound (HiFU) with MR Guidance (Insightec)

In Ten Years (2020)

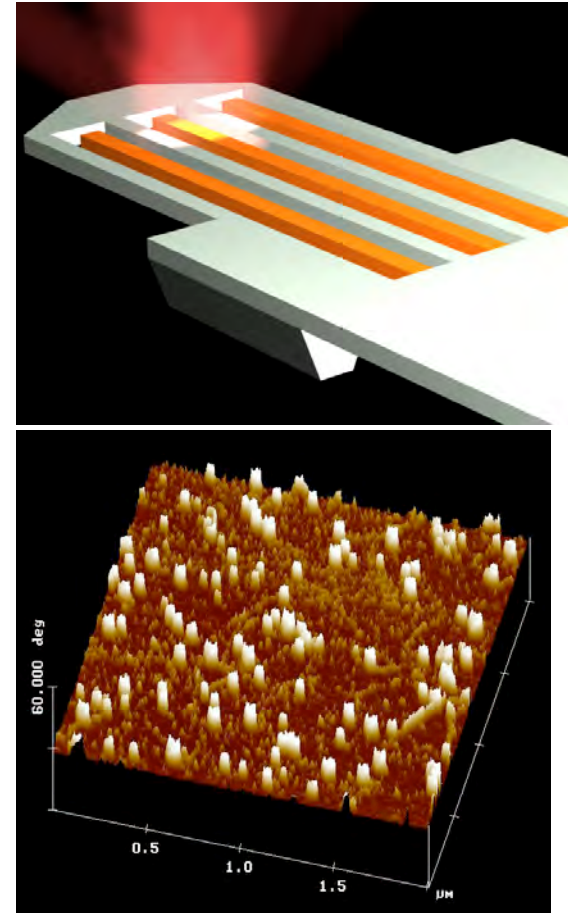


From: *Star Trek IV: The Voyage Home*

- Goal: targeted delivery and reception of energy deep within the body using ultrasound, RF, and light in order to perform disease specific imaging coupled with localized, precise, non-invasive treatment.
- Examples
  - Completely non-invasive surgery
  - Targeted drug activation and delivery with interactive image guidance.
  - Focused neuromodulation: activating specific brain areas noninvasively.

## Time-Resolved Atomic Force Microscopy Using Differential Interferometric Sensors – Solgaard

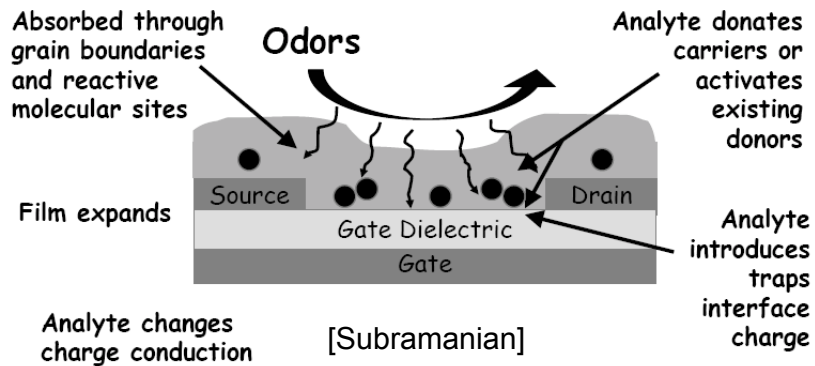
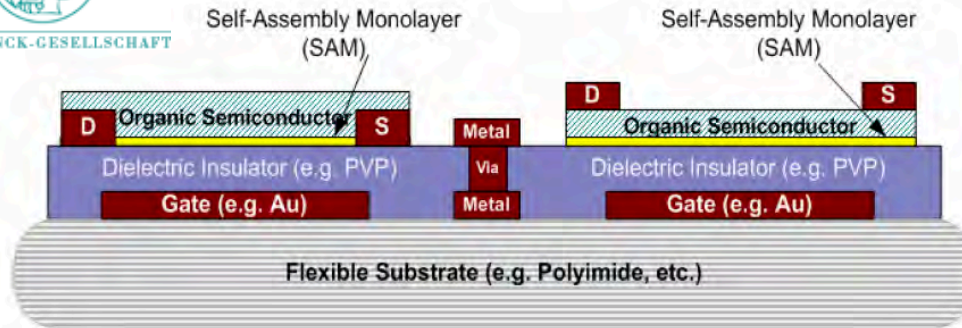
- AFM cantilevers with integrated, high-bandwidth, interferometric force sensors
  - Allows accurate measurements of the tip-sample interaction force with sub-microsecond temporal resolution
  - Enables quantitative characterization of material properties on the nanoscale
- Applications in imaging of samples with large variations in chemical and mechanical composition, e.g. bio-films on metal or dielectric surfaces



# Sensor Circuits Using OFETs

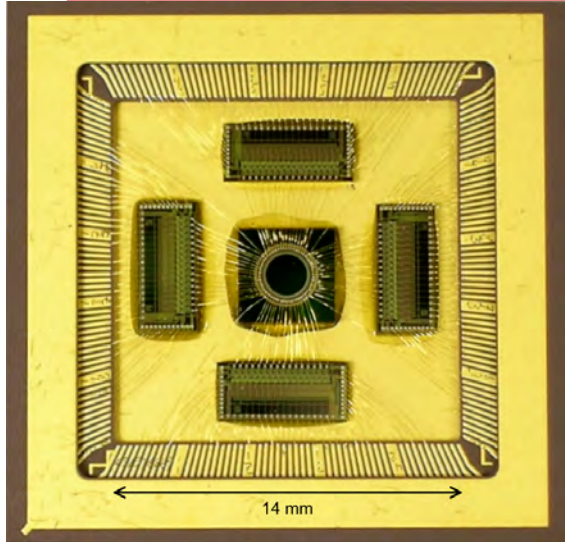


MAX-PLANCK-GESELLSCHAFT

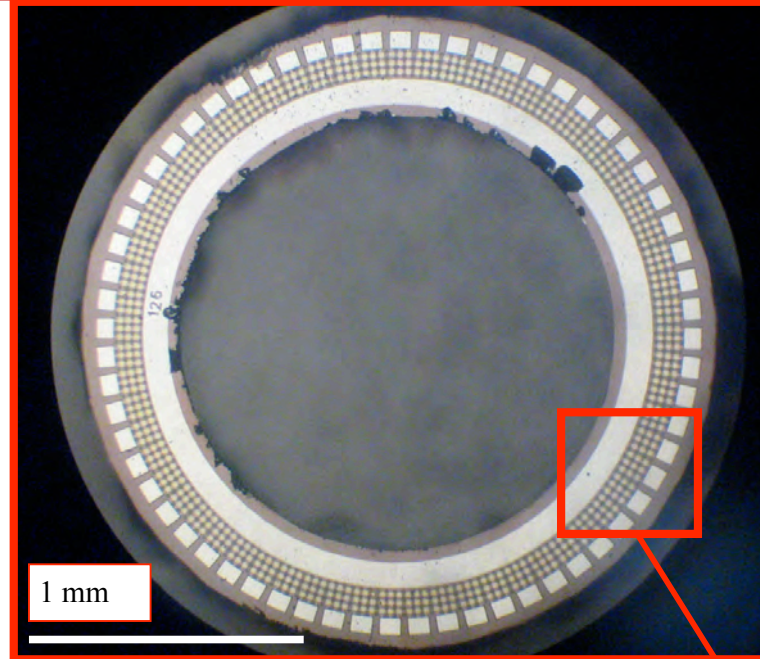
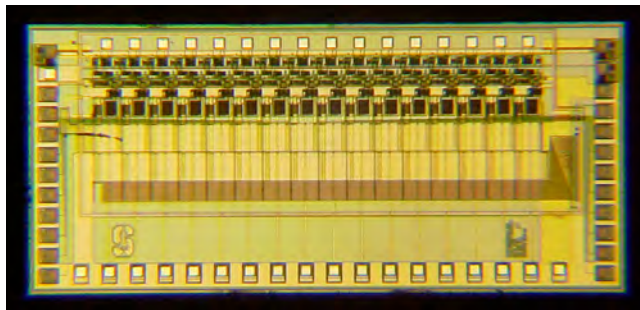




# CMUT Ultrasound - Khuri-Yakub

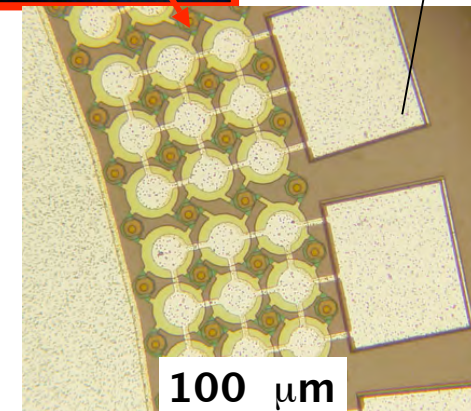


16-channel High-Voltage High Frequency Frontend Integrated Circuits

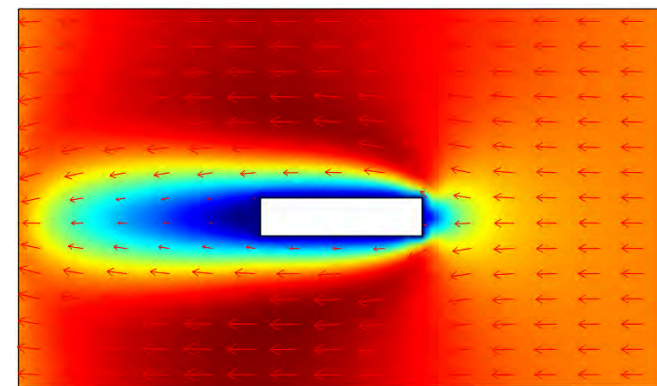
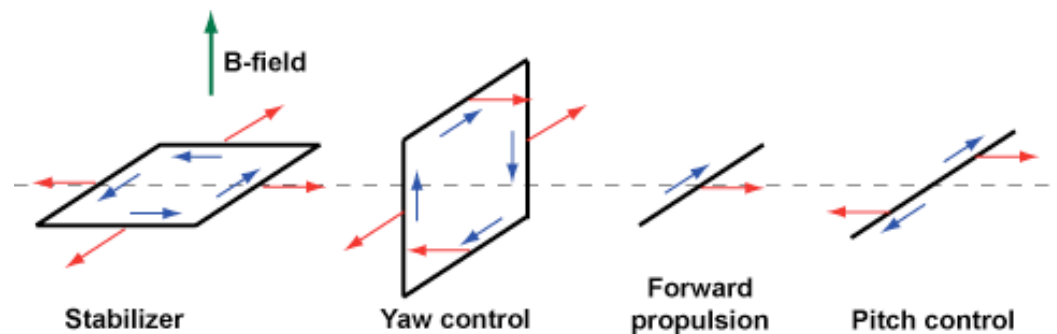
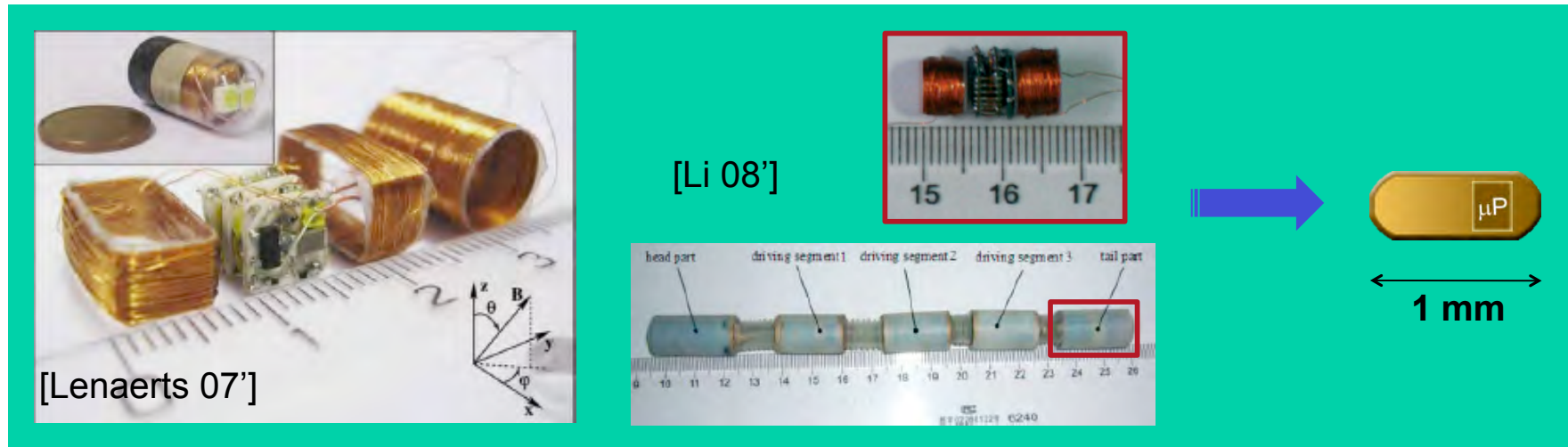


Forward-Looking CMUT Annular Ring Array

**Collapse Operation at 20 MHz**



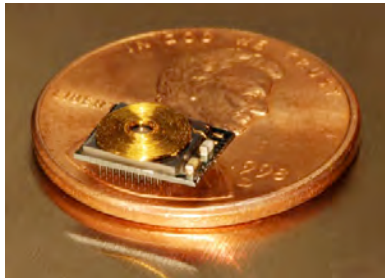
# Active Electromagnetic Propulsion – Meng/Poon



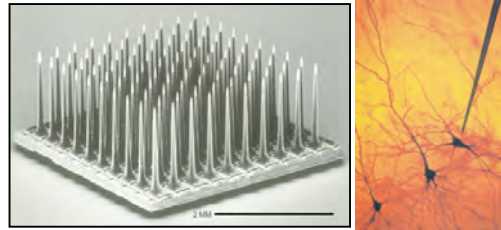
- Force directly converted to thrust
- No mechanically moving part
- Highly controllable and scallable
- Low Reynolds number but fluid drag force  $\propto v^2$

Power: less than  $10 \mu\text{W}$   
 Force:  $500\text{nN} = .5\mu\text{N}$  ( $B = 0.5 \text{ T}$ )  
 Device Size:  $2\text{mm} \times 2\text{mm} \times .5 \text{ mm}$   
 Speed: approx.  $3\text{cm/s}$

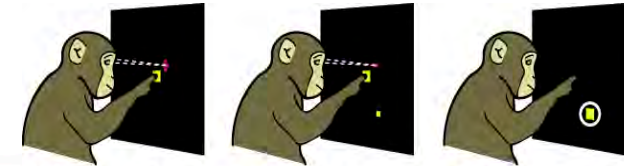
# Neural Prosthetics Lab - Shenoy



b) Integrated electronics & telemetry on array



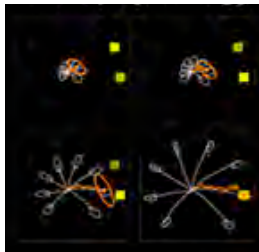
a) Silicon BioMEMS electrode arrays



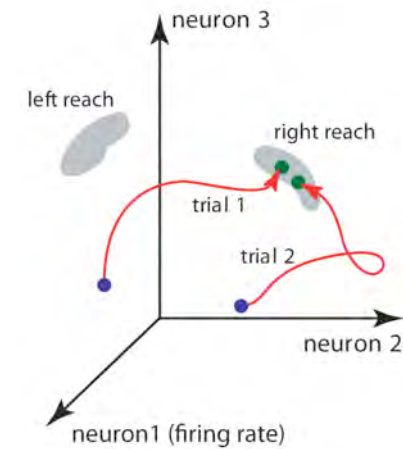
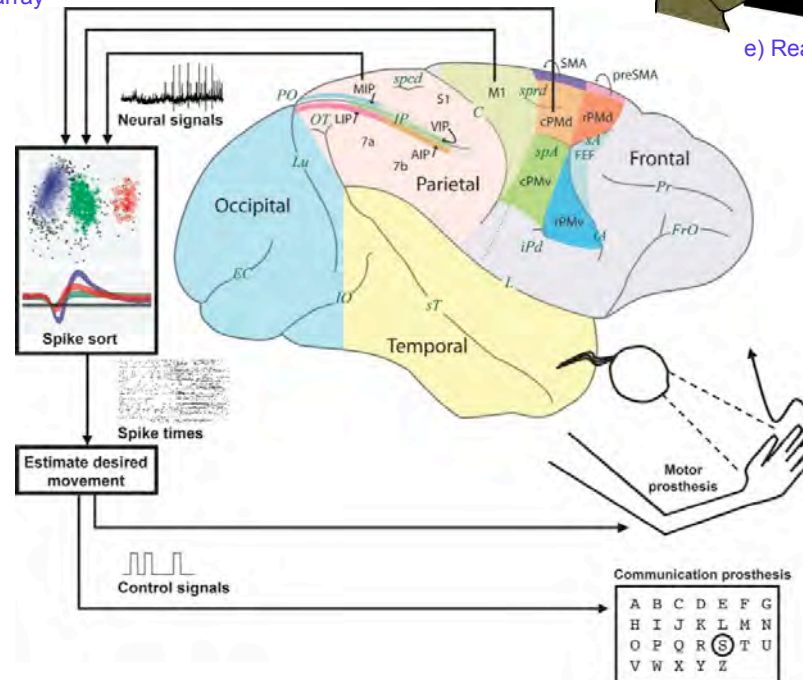
e) Real-time prosthetic system tests with monkeys



c) Mobile recording systems



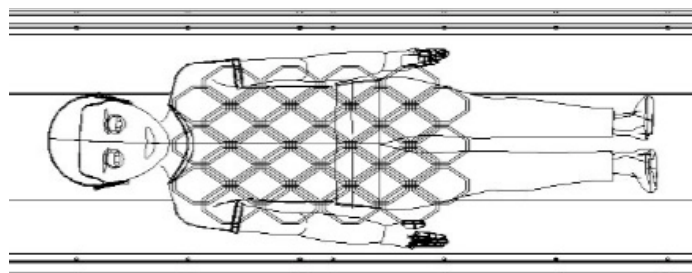
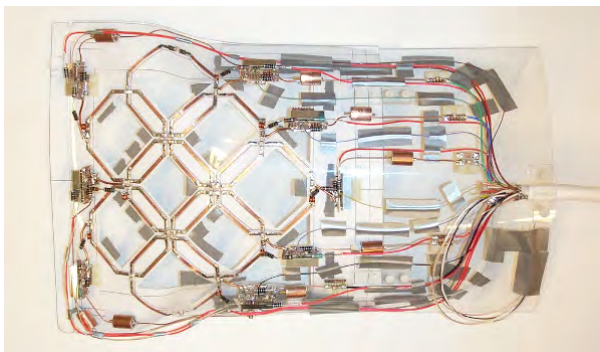
d) Real-time decode algorithms (estimation & signal processing)



f) Basic systems neuroscience



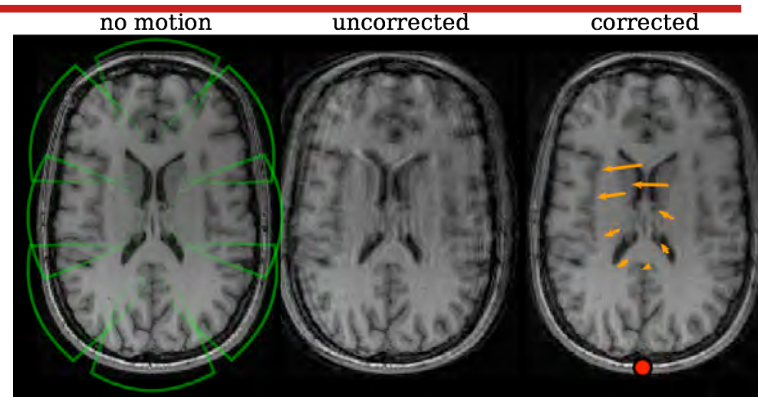
# Pediatric Imaging - Pauly



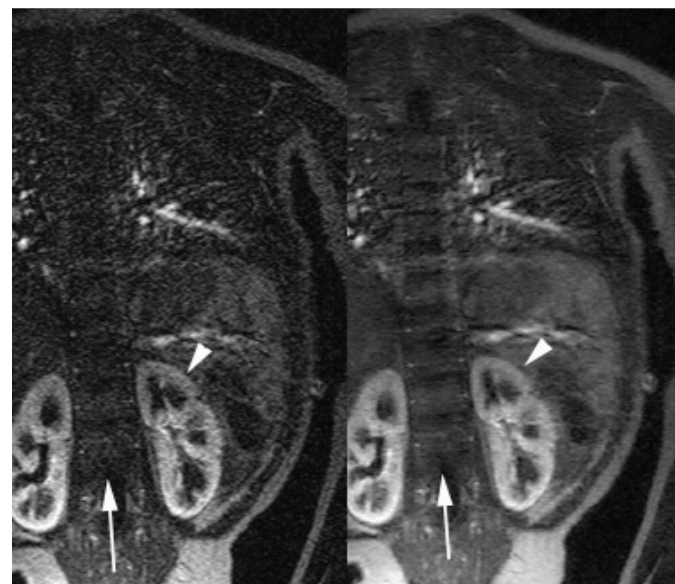
Highly Parallel Receive Arrays

Collaborators: Shreyas Vasanawala, Michael Lustig,  
Marcus Alley, Thomas Grafendofer

Students: Tao Zhang



Motion Correction



Compressed Sensing



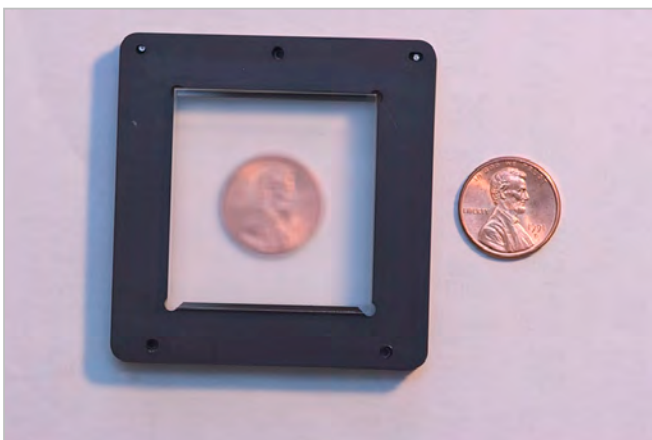
# Light-Field Camera



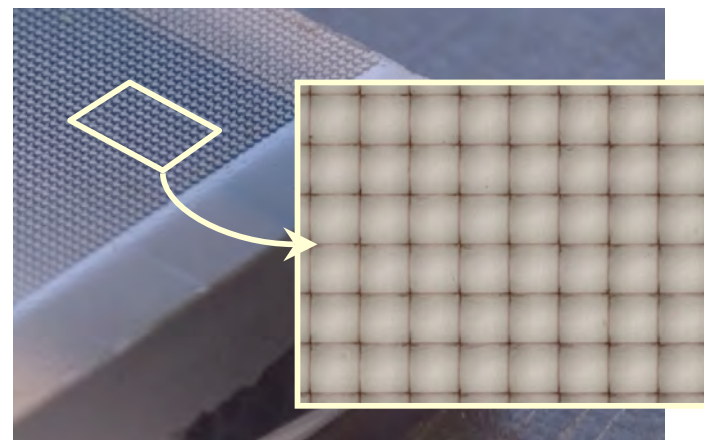
Contax medium format camera



Kodak 16-megapixel sensor



Adaptive Optics microlens array



0.125 mm, square lenslets

# High-Speed Action

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**Focusing through a splash of water**

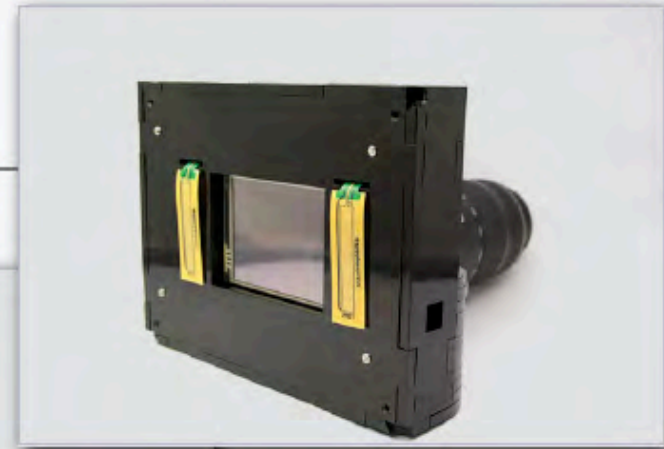
# The Frankencamera



version 1



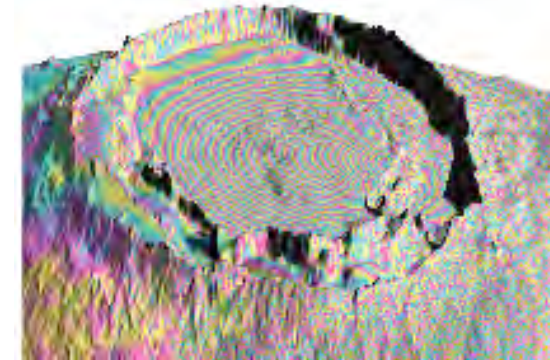
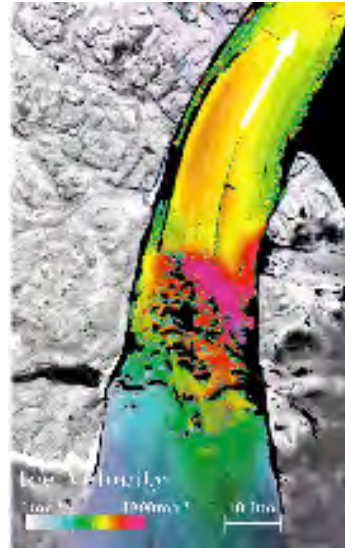
version 2



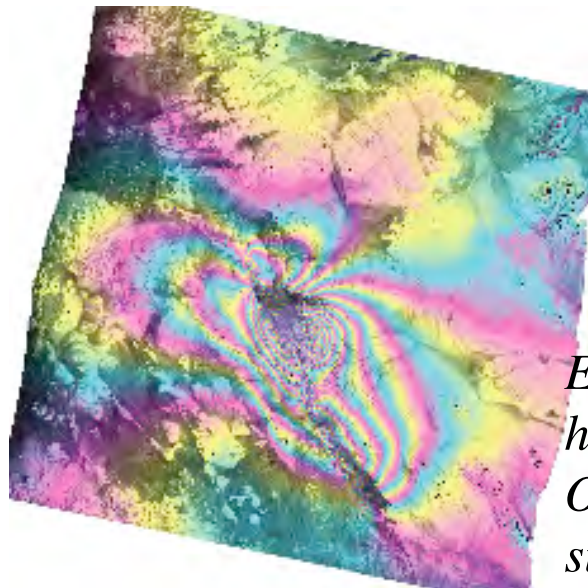
- ◆ for research we can't currently do on cell phones
- ◆ for students in computational photography courses worldwide
- ◆ testbed for the software architecture of computational cameras
- ◆ proving ground for plugins and apps for future cameras

## Radar Remote Sensing - Zebker

*Glacier velocities, such as on this outflow glacier in Greenland, help determine the world's climate*



*Volcanoes distort the surface before eruptions, and deformations as observed here in the Galapagos Islands can predict future activity*



*Earthquakes in California - here is the Hector Mine (M7.1) Oct, 1999 event - displace the surface and allow us to estimate slip at depth along the fault*

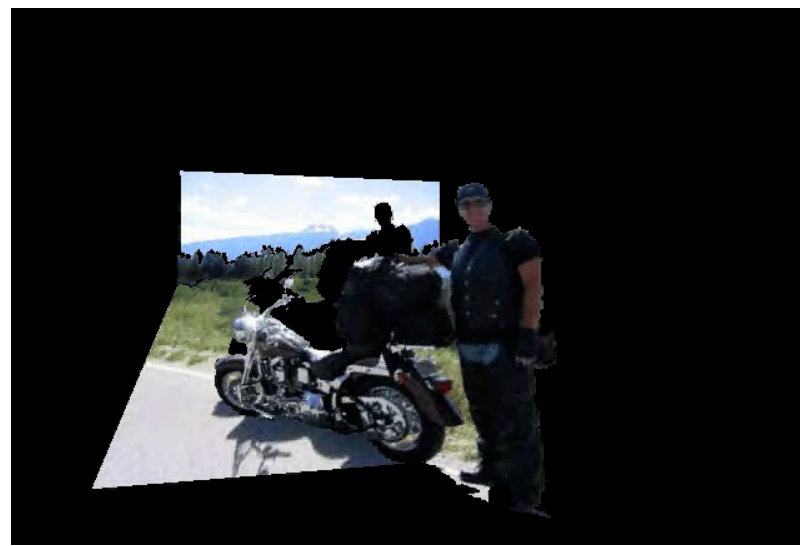
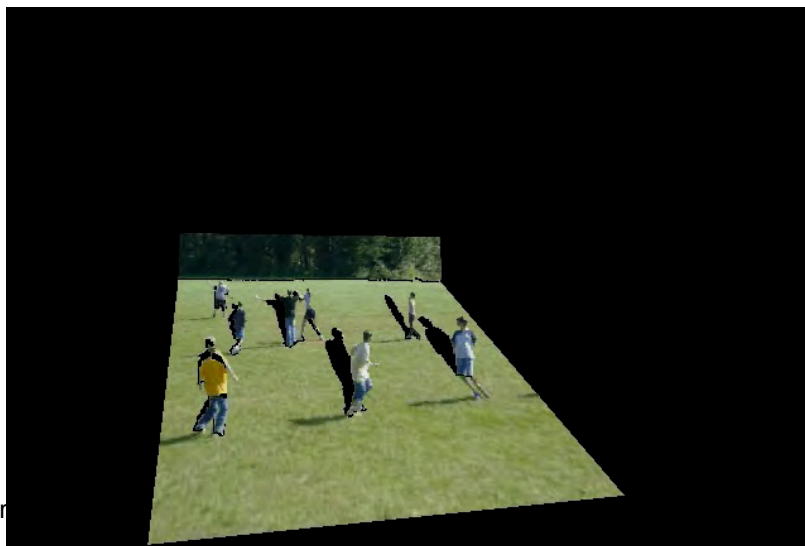
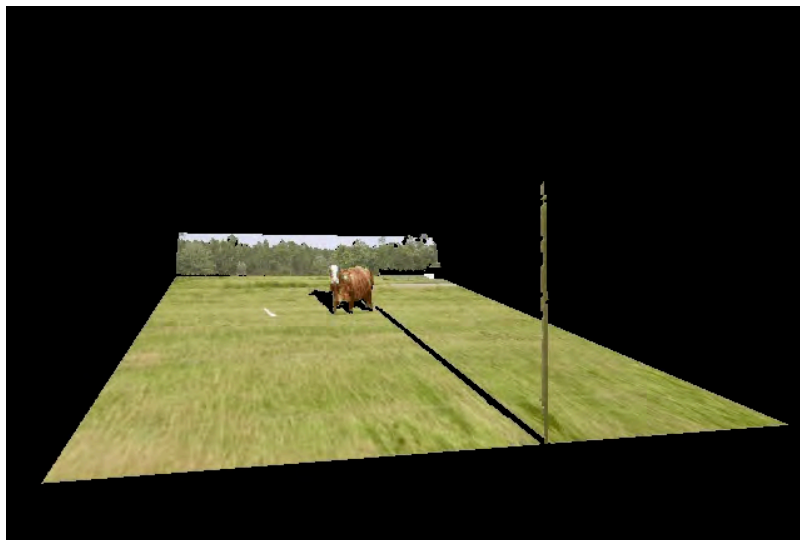


# Goal: Holistic Understanding

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# Example 3D Reconstructions



Mar

# Stanley, the robotic car





# Junior Slide

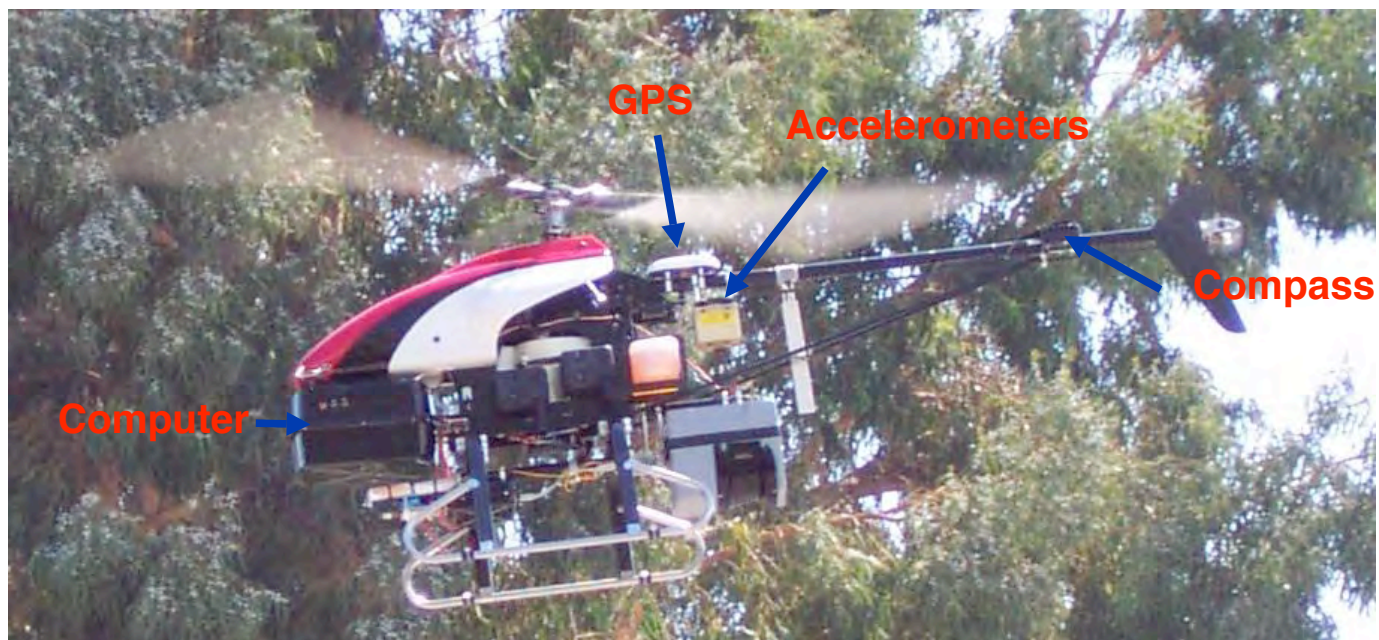
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# The Stanford Autonomous Helicopter

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**How to fly it?**

**There is a lot going on in EE**