Network Driven Behaviour Modelling for Designing User Centred IoT Services

Fahim Kawsar Internet of Things Research

> Bell Labs Alcatel·Lucent

@raswak

# **Everything is Connected**

# 2 Questions

Internet is all about Human Experience not Bits and Bytes!

3

You Tube

t

flickr

E

in



What Human Experience will be defined by an IoT enabled World?





If everything is connected why would you need a device?





WiFi is the most Pervasive Sensor Network. Its available literally everywhere.

### Internet of Things @ Bell Labs

To what extent can we leverage existing wireless network as a platform for connected objects?

To what extent can we leverage existing wireless network to understand human behaviour?



Wireless network is the key fabric for designing connected human experiences



People-Object Interaction



People-People Interaction

# People-Content Interaction

"Energy Efficient Scheduling for Mobile Push Notifications". MobiQuitous 2015



🐽 🐽 Verizon 🔶

▼ \* 90%



### Wednesday, October 2

🎟 TEC

TED 13m ago

New TED Talk: Data scientist Amy Webb didn't leave love up to chance. She reverse-engineered her online dating profile.

slide to view

# **Push Notifications**



sophie charara: ARE YOU KID-DING ME?

6

Dismiss





# **Push Notification and RRC State Machine**

A mobile device is in the CELL\_DCH state for a specific time period (which is called tail time) without any or small data transmission after a data session, and this tail time corresponds to 60% of the total energy consumed by UE.





# Bringing the Network into the Story



Day j-4 Day j-3 Day j-2 Day j-1



Over **75%** of network activity can be predicted with accuracy of over **80%** 

**Discovering the Human Routine** 



Average latency is 157 seconds.

# ±15% energy can be saved by buffering notifications.



People-Content Interaction





### People-People Interaction

# People-Object Interaction

"Sensing WiFi Network for Personal IoT Analytics". IoT 2015



Quantified Self

Quantified Home

**Quantified City** 



Search for physical objects' location and state is one of the basic services that provides foundation for many applications.

### Dedicated Sensing Infrastructure (ZigBee, RFID, Mote, etc.)

High deployment and management costs

### Bluetooth Discovery with Smart Phone

- Search range is limited to the smart phones' proximity

### What we learnt in the past

# **Research Objective**

### Can WiFi network be used as a platform for personal IoT analytics?

### Premise

Connected objects' movement data extracted from WiFi network signals carries vital information to model their spatio-temporal usage pattern

# **System Architecture**



### **System Components**

### **Object Tags**

Attached to physical objects and emit the location and state-of-use of the physical objects.

### Home Node

Hosted in the residential home gateways, provide proximity ranging service, and stores objects data.

### **Query Server**

Hosted in the cloud, maintains persistent connection with home node and provides query interface to personal analytics applications.



IoT Analytics

# Prototype Personal IoT Analytics Application "Quantify the Spatio-Temporal Usage of Personal Object"

### Dashboard

- Shows realtime usage status (pointer up or down)
- Offers search capability



Timeline View

• Offers recent spatio-temporal usage information



# Locate and Query Physical Objects

### Insight View

• Offers aggregated spatiotemporal usage information



### Realtime Insights on Spatio-Temporal Usage

29

### You Own Your Data, You Sell Your Data

- Our cloudlet based design scheme coupled with WiFi management frame based data transport offer implicit privacy and data protection as Data remains in the home gateway and this provides users with the control of their own data to do whatever they want to do with them delete, sell or share.
- An advantage of these design schemes is that, it opens up opportunity for wilful monetisation of personal data

Gerd Kortuem and Fahim Kawsar "Market-based User Innovation for the Internet of Things"; Internet of Things 2010 Conference

Afra Mashhadi, Fahim Kawsar, and Utku Acer **"Human Data Interaction in IoT: The Ownership Aspect;"**. The IEEE World Forum on Internet of Things 2014





People-Content Interaction



People-Object Interaction



# People-People Interaction

"Tiny Habits in the Giant Enterprise: Understanding the Dynamics of a Quantified Workplace". UbiComp 2015 Detecting Human Encounters from WiFi Radio Signals". MUM 2015

# Quantified Enterprise

...



# Active Badge - Xerox | Cambridge U







# Happiness Badge - Hitachi



Spontaneous Interactions Key to Flow of Ideas

0



A third of team performance can be predicted merely by the number of Face to Face exchanges among team members.

The "data signature" of natural leaders can be discovered.

Daily Productivity and Creativity can be rightly assessed.

# the Linked in factor

"Only **4%** of large companies can make meaningful predictions about their workforces, while **90%** can accurately predict business metrics such as budgets, financial results, and expenses"

**Employee Survey** 

- Bersin Research

# **Quantified Enterprise**

Understand and quantify how people interact and work together in the real enterprise for personal, group and larger organisation efficiency.





**Quantified Self** 



**Quantified Team** 

People Analytics

Productivity Management Space Management

![](_page_40_Picture_10.jpeg)

![](_page_40_Picture_12.jpeg)

![](_page_40_Picture_13.jpeg)

**Quantified Enterprise** 

### For Building Managers

- Predictive Maintenance
- Better Space Arrangement & Management
- Personalised Space Recommendation
- Better Resource Management

### For Employers

- Quantifying Collaboration
- Discover Emerging Leaders
- Build High Performance Team
- Develop Empathic Relationship

### For Employees

Implications

- Personal Interaction Reflection
- Personal Network Scale and Diversity
- Personal Time and Activity Management
- Personal Connection Extension

![](_page_41_Picture_15.jpeg)

### **A Network and Small Data Driven Solution**

![](_page_42_Figure_1.jpeg)

**50x** reduction in deployment and management cost

**30x** reduction in energy expenditure of mobile devices

### **Location to Face to Face Interaction**

![](_page_43_Figure_1.jpeg)

# **Behaviour Modelling**

Extracting high order behavioural traits

### Location -> Face to Face Interaction

![](_page_44_Figure_3.jpeg)

![](_page_44_Figure_4.jpeg)

This has been used to build connectivity graph and show collaboration intensity in the application.

### **Location -> Personality**

F2F Encounter Diversity, Number, Frequency, regularity and Spatial Behaviour are used to extract Big Five Personality Traits

### **Location -> Happiness**

Spatial Behaviour and Movement Trajectory are used to estimate Physical Activeness and then map to mental wellbeing (baseline Happiness Index Survey)

![](_page_45_Picture_0.jpeg)

# Personal Application Experience

![](_page_46_Figure_0.jpeg)

# Self Quantification @ Workspace

![](_page_47_Picture_0.jpeg)

# **Timeline of Face to Face Interactions**

![](_page_48_Picture_0.jpeg)

![](_page_48_Picture_1.jpeg)

Monday, June 2

Brian is in this cafeteria Brian is well connected to Kevin

> slide to unlock

![](_page_48_Picture_4.jpeg)

ÍO'

1

Realtime Recommendation to New Contacts

ä

![](_page_49_Figure_0.jpeg)

# Locating Colleagues and Empty Rooms at Realtime

![](_page_50_Figure_0.jpeg)

# Happiness Map of the Workspace

Playful Visualisation of the Workplace Mood

1

# **Collaboration Uncovered**

Insights from Quantified Bell Labs (Dublin and Antwerp) Workplaces

![](_page_52_Picture_2.jpeg)

Recommend Opportunities

Users are willing to compromise their privacy when the value is higher. Recommendations of right opportunities are key to create that value

Users awareness of their collaboration nature is crucial, however presentation needs to subtle but meaningful

Subtle Hints

Its all about Relationship

Key to Engagement is the visualisation of the relationship structure

# Credit goes to ...

![](_page_53_Picture_1.jpeg)

Claudio Forlivesi

![](_page_53_Picture_2.jpeg)

Utku Acer

![](_page_53_Picture_4.jpeg)

Geert Vanderhulst

![](_page_53_Picture_6.jpeg)

Marc Van Den Broeck

![](_page_53_Picture_8.jpeg)

Marc Godon

![](_page_53_Picture_10.jpeg)

Afra Mashhadi

![](_page_53_Picture_12.jpeg)

Akhil Mathur

![](_page_53_Picture_14.jpeg)

Nic Lane

![](_page_53_Picture_16.jpeg)

Sourav Bhattacharaya

![](_page_53_Picture_18.jpeg)

Aidan Boran

Fahim Kawsar

![](_page_54_Picture_0.jpeg)

Fahim Kawsar @raswak eMail: <u>fahim.kawsar@bell-labs.com</u>

# Thank You