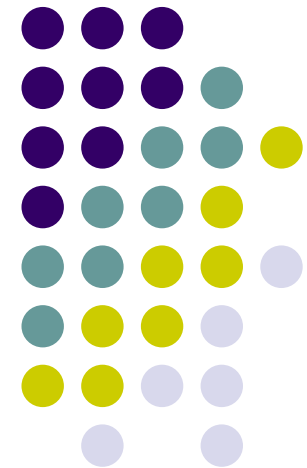


# Personal Operating Spaces

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# Motives

- Nomadic Computing: People moving between new and familiar environments
- Smart spaces of the future: heavily 'wired' with lots of virtual services mapped to physical things
- Smart Phones: powerful personal devices (phone = me?)
- Why not allow nomads to interact with and personalise smart space services using smart phones?

# Personal Operating Space (POS)



- Based on the concept of wireless, ad-hoc, personal area networks (PANs)
- Allow personal area networks to exploit services offered by a smart space. e.g. extend PAN to services located within the user's current space

Two parts to a POS:

- Discovery and Interaction: Allow a 'user' to effortlessly discover and invoke services in a space
- Personalisation: Personalise environmental services using phone as an identity



# Scenario: Media spaces

- Walk into a hotel room and seamlessly form personal area network between phone and room based screen.
- Use phone to discover and invoke services, as tasks, in a space. e.g. 'Email', 'NEWS', 'Music' etc
- During service invocation, space may personalise request using a phone based profile.
  - E.g. A user's media preferences such as RSS Feeds, Links to internet radio stations, application preferences and authentication credentials

# Task based computing: user driven service manipulation



- Task based computing (Wang and Garlan 2002): Represent user 'intent' by abstracting low-level processes into user orientated tasks
- Free 'users' from low level discovery, interaction and configuration activities
- Tasks may be represented using a machine readable abstraction layer such as the OWL-S Process Model:
  - OWL-S provides a way to wrap existing low-level services, such as UPnP, Web or Application processes , and embed additional semantics, e.g. data format used for process personalisation.
  - OWL-S services may be atomic or composed into a workflow using other atomic processes.



# Sample Task (NEWS)

Sample task: <http://essex.ac.uk/idorm#NEWS>

```
<process:AtomicProcess rdf:ID="NEWS">
    <service:describes rdf:resource="#NEWSService"/>

    <process:hasInput rdf:resource="#Personalise"/>
    <process:hasOutput rdf:resource="#Effect"/>
</process:AtomicProcess>

<process:Input rdf:ID="Personalise">
    <process:parameterType
        rdf:datatype="&xsd:anyURI">http://purl.org/rss/1.0#Channel</process:parameterType>
    <rdfs:label>Used to personalise a service </rdfs:label>
</process:Input>

<process:Output rdf:ID="Effect">
    <process:parameterType
        rdf:datatype="&xsd:anyURI">http://www.w3.org/2001/XMLSchema#boolean</process:parameterType>
    <rdfs:label>Output results</rdfs:label>
</process:Output>
```

This task is grounded to a concrete application or service, e.g. the actual operations/protocols required to personalise an RSS NEWS Reader



# Task based service discovery

- Tasks must be represented appropriately for effective service discovery and invocation by users and their mobile phones
- Task definition schema: organise and present tasks hierarchically to fit phone interfaces:

```
<taskgroup label="IIE Room">
  <taskgroup label = "Control Space">
    <taskgroup label = "Lighting">
      <task label="Switch On" target="http://essex.ac.uk/idorm#LightOn"
        oncomplete="Let there be light"/> </taskgroup>
    </taskgroup>
  </taskgroup>

  <taskgroup label = "Personal Space">
    <task label="News" target="http://essex.ac.uk/idorm#NEWS"/> </taskgroup>

  <taskgroup label = "NoticeBoard">
    <task label="Add Note" target="http://essex.ac.uk/idorm#ADDNOTE"
      oncomplete="Enter NOTE on Board"/> </taskgroup>
</taskgroup>
```

# Task based service discovery

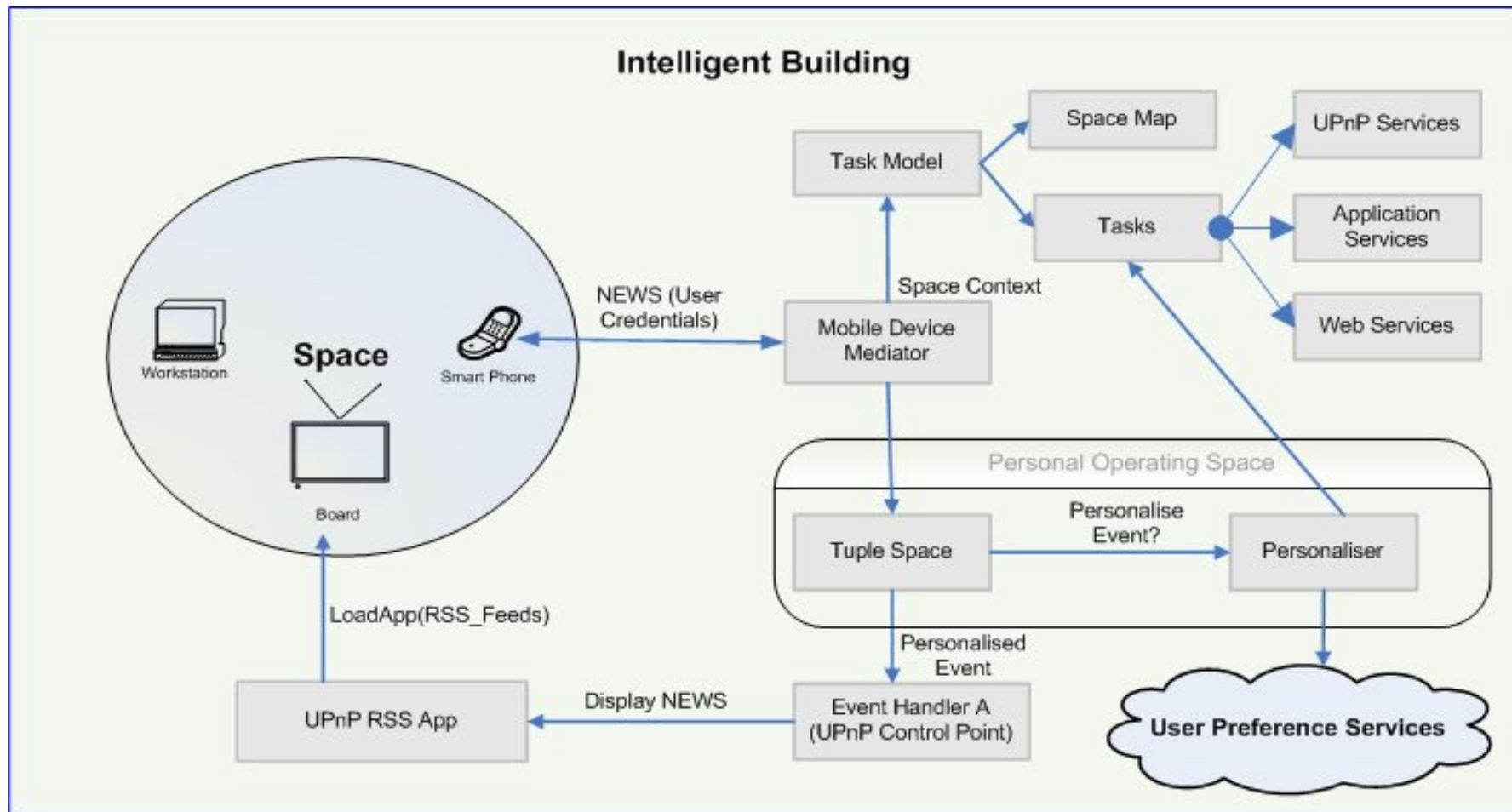


Task definition is translated appropriately for display to a phone. Users can discover and invoke services by browsing relevant menus.





# POS Architecture



# Mobile device mediator:



- Detect mobile devices and unobtrusively make aware of any services provided by the current space
  - MDMs will typically cover room based regions in a building (as provided by Bluetooth)
- Authenticate mobile devices entering a space
- Discover and extract a user's profile for service personalisation
- Mediate events between mobile device and space services
  - Support both synchronous and asynchronous event passing

# Task Model:



- Holds task definition files for presentation to a mobile device
- Space map: holds a list of Mobile device mediators (Bluetooth base stations) corresponding to rooms in a building
- Task model groups task definitions according to space map. E.g. Only allow a user to discover services situated within a space covered by Bluetooth (such as a room)
  - Elaborating upon this to limit the range of service discovery within our UPnP based intelligent building

# Personalised Tuple Space:



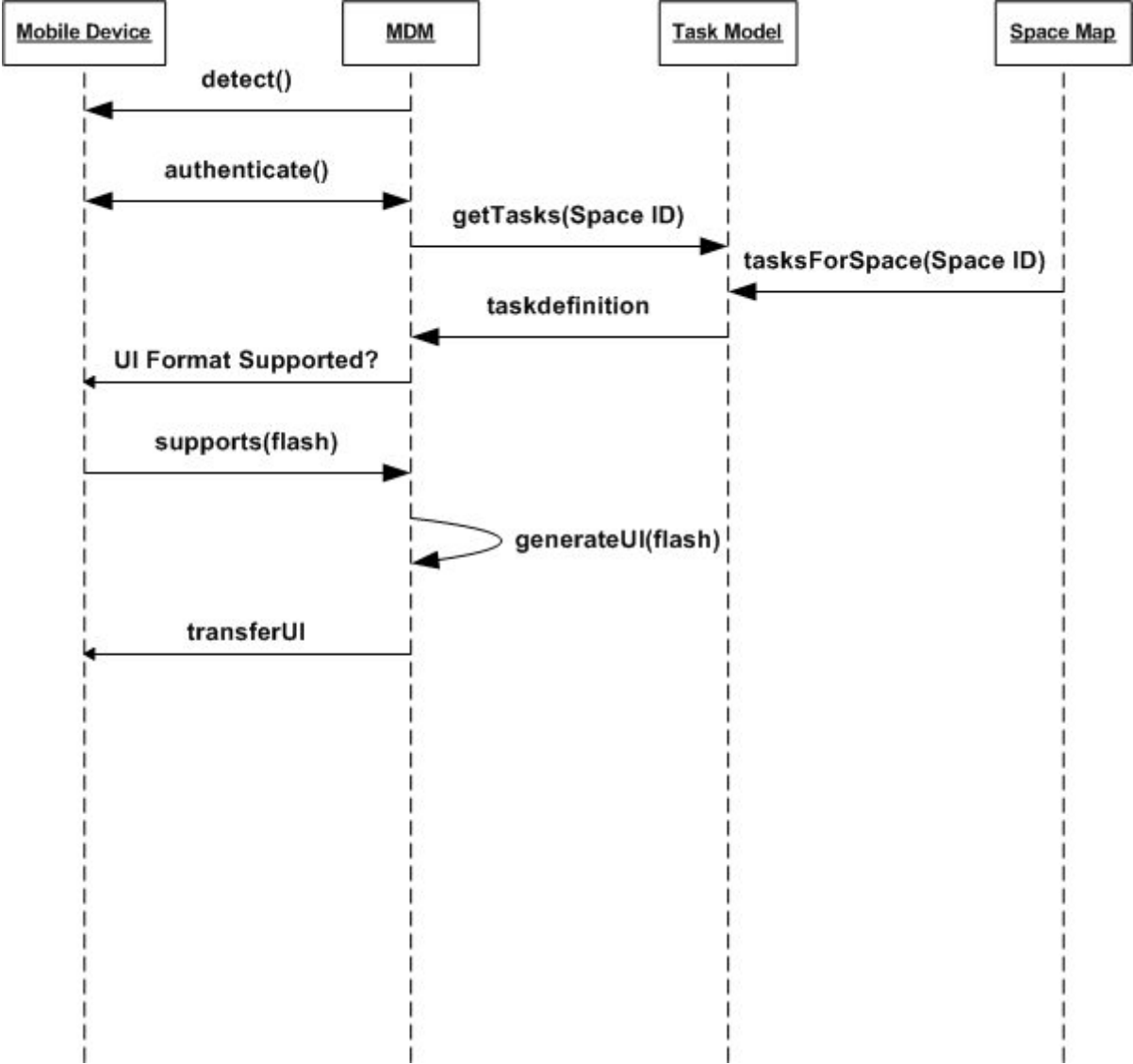
- Mobile device mediator stores events and user preferences (extracted from phone) here
- Based on the tuple space model for loosely coupled, flexible interaction amongst services.
- Determines whether a task request may be personalised by interacting with the task model and examining a task's OWL-S based semantic description
- Passes any relevant service monitoring events back to the mobile device via the mobile device mediator (event notification)

# Smart Space Personalisation:

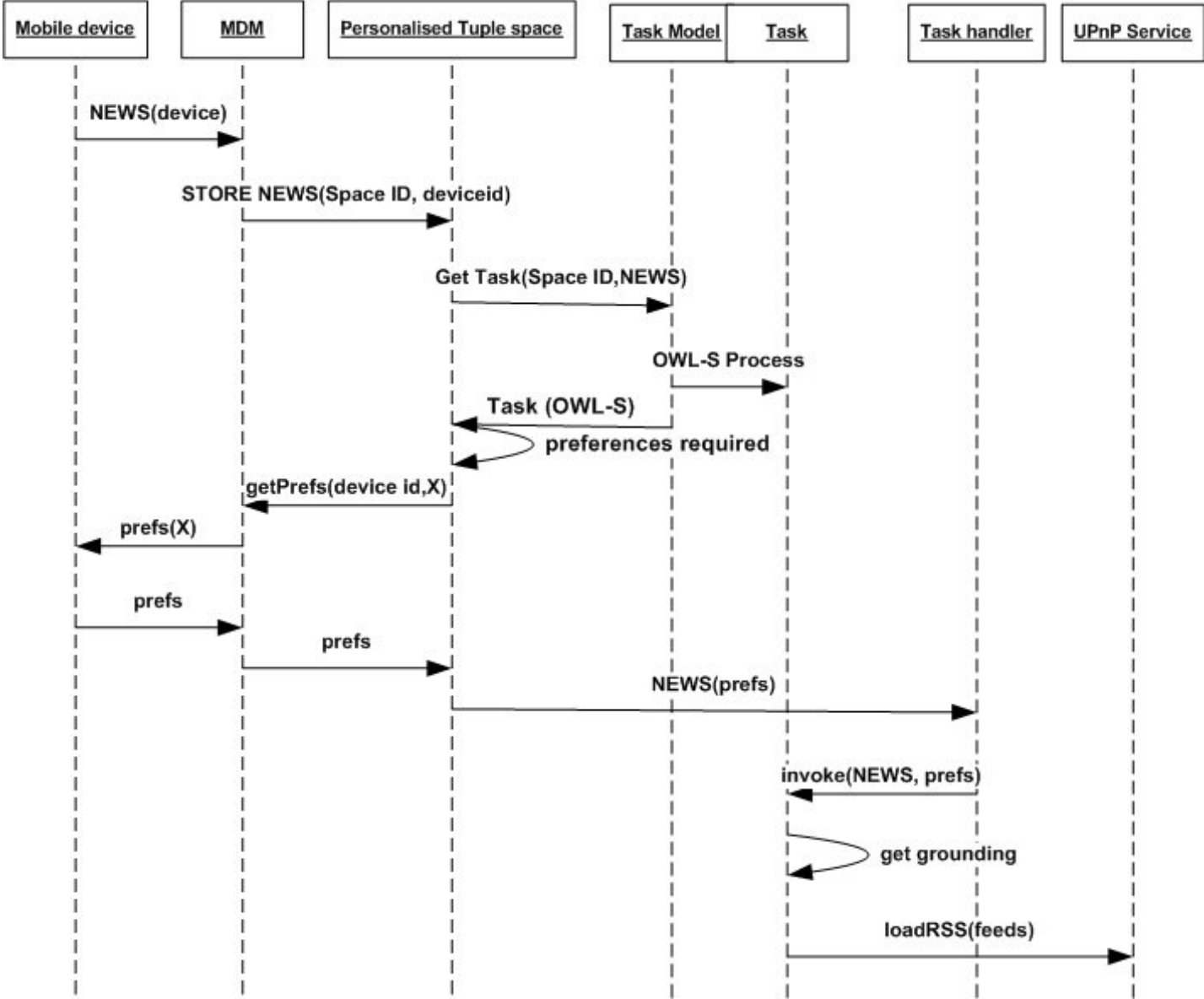


- User preferences held on a mobile device
- Set of preferences required to personalise a task
- Use appropriate algorithm to perform matching between preference and task data types
- Preferences stored in FOAF Schema (RDF format) on phone:  
<http://purl.org/rss/1.0/> (namespaces define the type of preferences)
- Tasks are described in terms of the data preferences they support
  - E.g. NEWS Process 'can be personalised' by a type of preference adhering to the <http://purl.org/rss/1.0/> schema format
- If namespaces point to ontology descriptions then could use the semantic relationships between these descriptions to perform matching

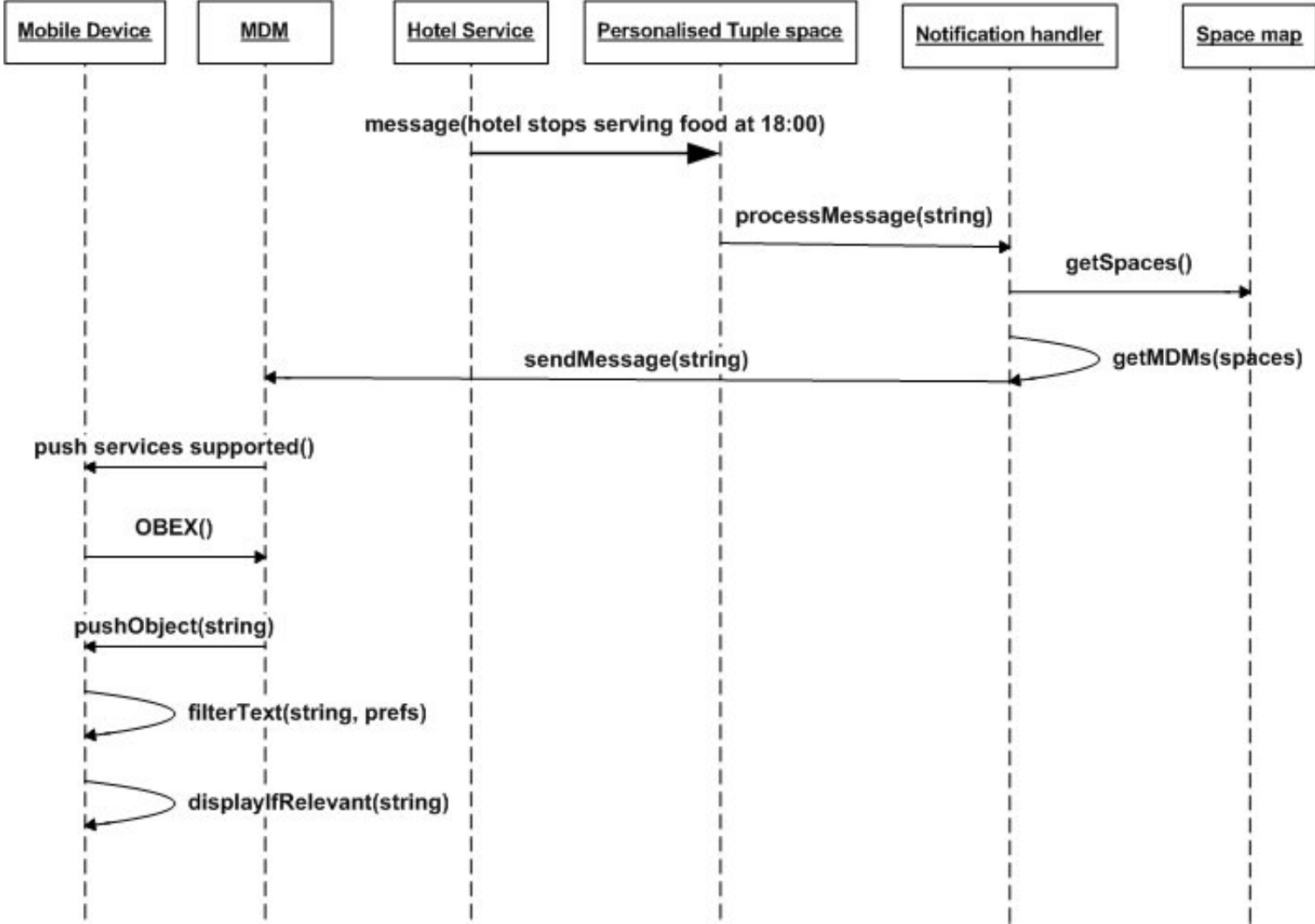
# POS Task Discovery



# POS Task Interaction



# POS Asynchronous Interaction





# How is this different from other work?:



- Focus is on phone interaction with space based processes rather than information such as web pages in cool town.
- Supporting phone interaction with building based middleware technologies such as Jini and UPnP. These technologies offer sophisticated service discovery (multi-casting and SDP descriptions) and service monitoring when compared to HTTP (as in cool-town).
- Looking at ways in which nomads can seamlessly discover and invoke these services using a mobile device. This is different from browsing a local UDDI directory. You cannot expect users to do this!
- Concerned with personalising services in different environments by abstracting service descriptions into semantically enriched 'Tasks' and determining whether a set of preferences may be integrated with these Tasks.
  - Semantic web techniques are being utilised to provide a common representation format to describe things (tasks and preferences)

# Future work:



- Conduct user experiments:
  - Do users find task driven interaction effective?
    - Is it more seamless and stress free than existing interaction methods?
    - Which user group would benefit from using mobile devices to control a building?
    - How must existing phone interfaces be changed to aid phone to process interaction?
  - What's the user reaction to using mobile devices as a means to personalise computing spaces? Is this better than manual configuration?

# Future work:



- Learning user behavior in intelligent environments
  - How can an intelligent environment learn from control decisions made using a phone?
    - Mobile device mediator may log phone events: This gives us very useful data!
    - Labeled actions in terms of tasks <http://essex.ac.uk/idorm#LightOn>
    - Location information in terms of Bluetooth bound rooms
    - User information in terms of which user performed an action
  - Can we use this data to anticipate user behavior?
  - How does this compare with and extend existing approaches?
    - Current machine learning and fuzzy agent work for achieving ambient intelligence

# Discussion:

