

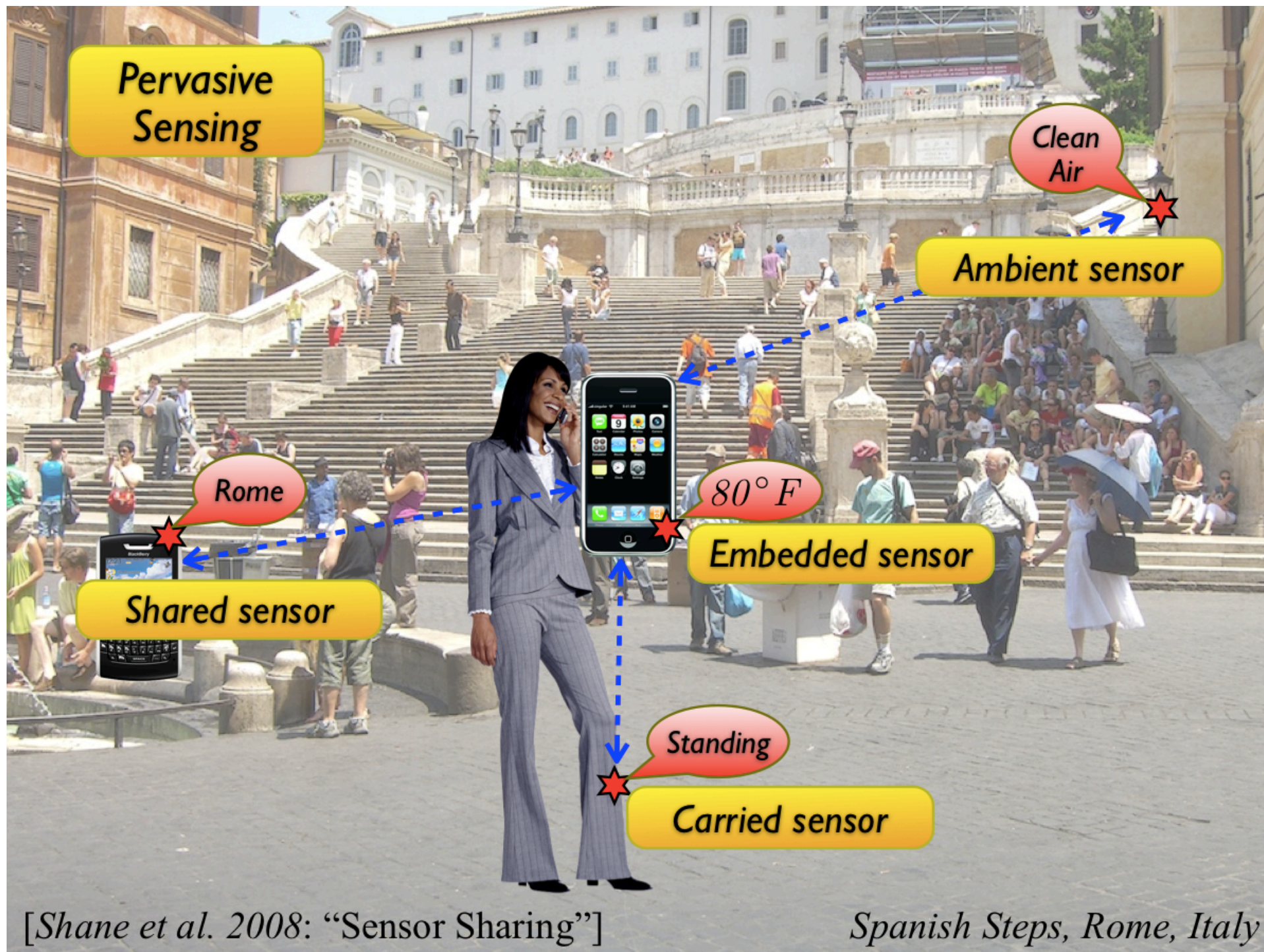
# Mobile Sensing & Accelerometer

Mobile Computing

Minho Shin

2012. 9

# **REVIEW: SENSORS**

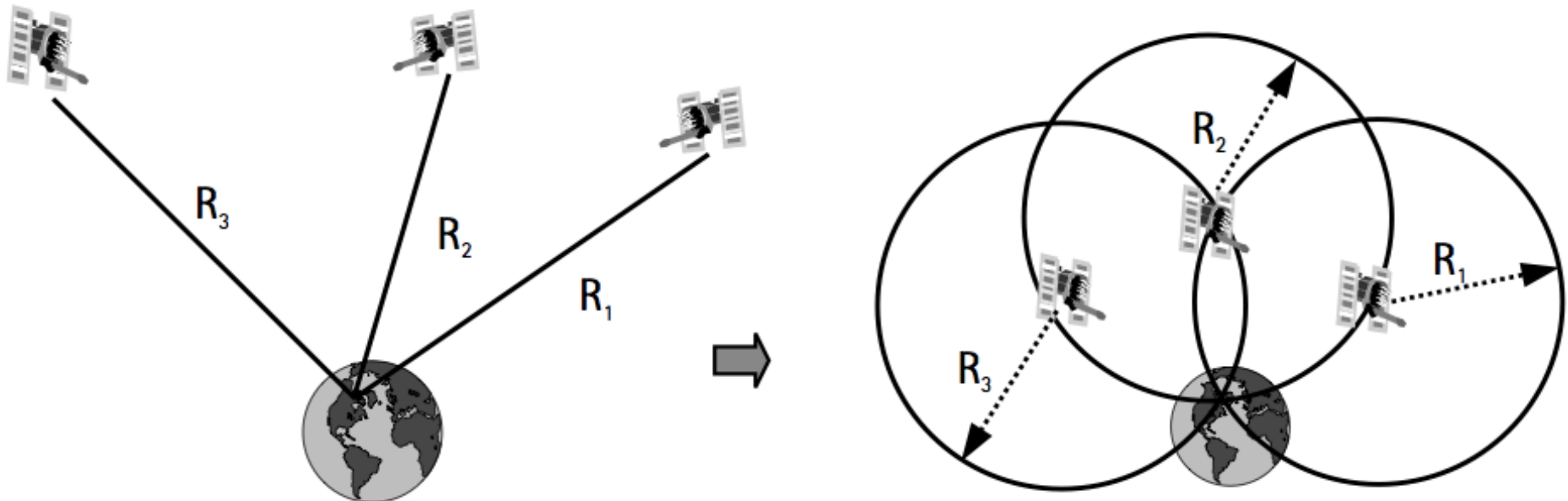


[Shane et al. 2008: "Sensor Sharing"]

*Spanish Steps, Rome, Italy*

# How GPS works?

- Given distances of three (or more) satellites and their locations, calculate my position
  - Location: from the Navigation Message



# GPS data

- Time: time information from atomic clocks
- Location:
  - Latitude (x coordinate)
  - Longitude (y coordinate)
  - Elevation
- Speed: your moving speed.
- Direction of travel: direction of travel if you're moving.

# GPS: Pros & Cons

- Pros:
  - Free of service
  - Fairly accurate
- Cons
  - Energy starving
  - Outdoor only
  - No semantics

# Quiz

- Explain four different types of physical sensors based on the location of sensors

# Quiz

- Explain how GPS receiver can obtain its location
- What is the pros & cons of GPS technology?





Ambient light

Proximity

Dual cameras

GPS

Accelerometer

Dual microphones

Compass

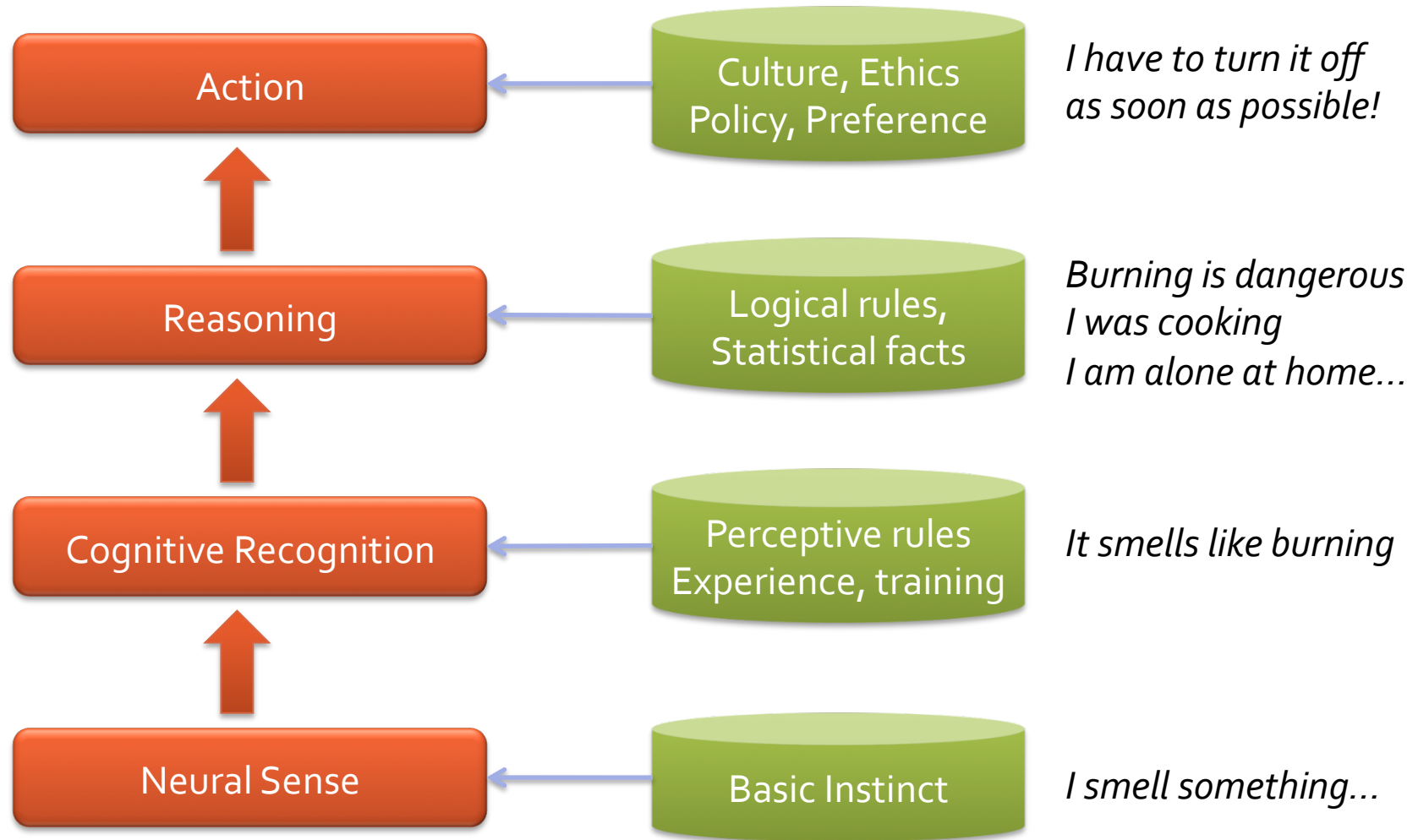
Gyroscope

# Sensor is useful

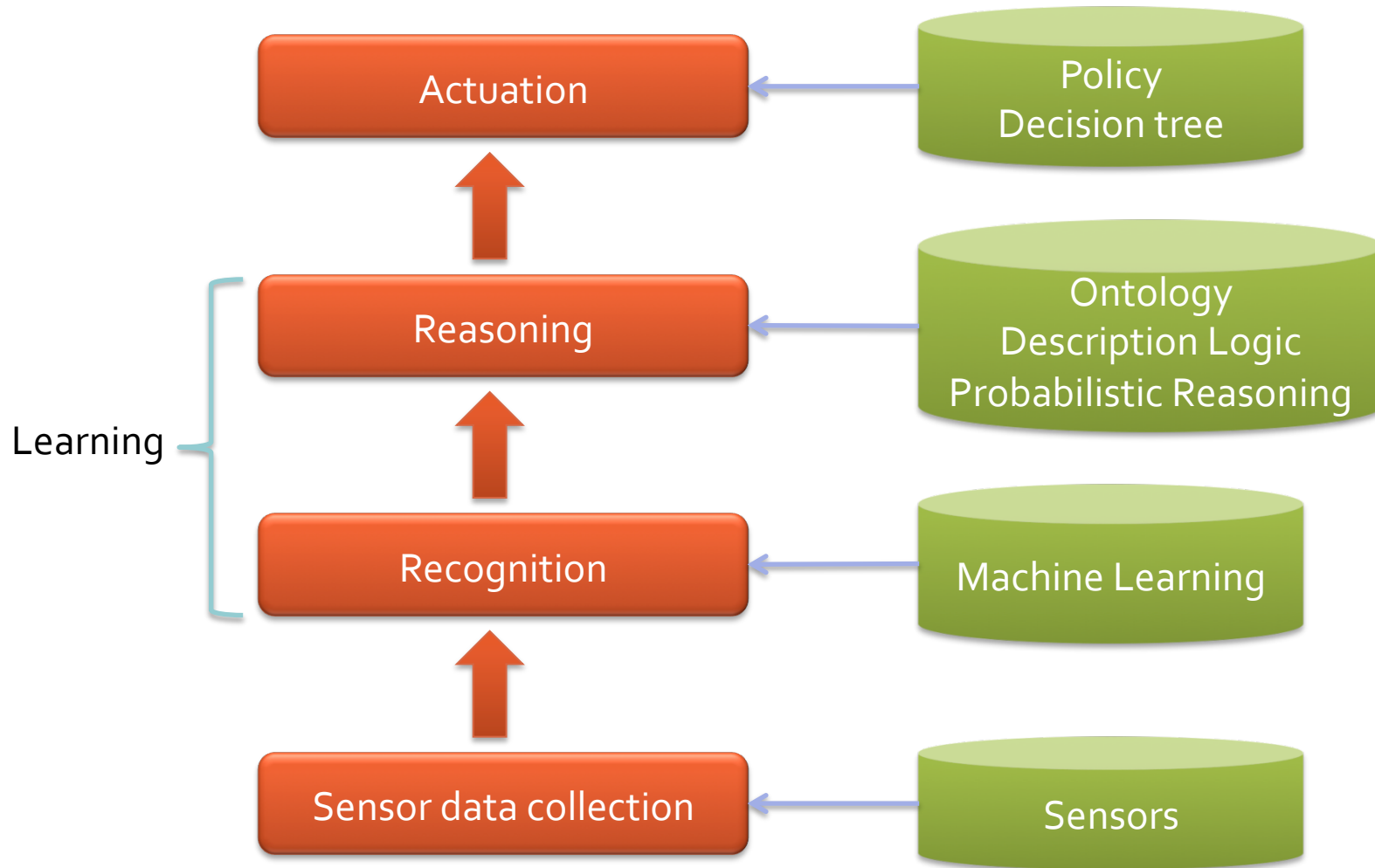
- Proximity
  - Disables screen when talking on the phone
- Accelerometer
  - Enlarge fonts when moving
- GPS
  - Notifies the user when approaching destination

For more sophisticated services,  
sensing is not enough

# Data processing of Human



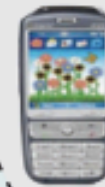
# Data processing of HMC



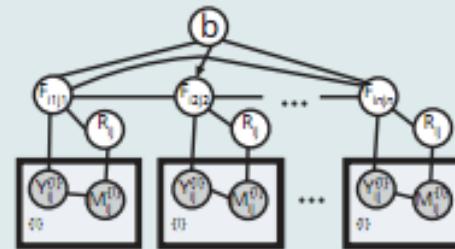
Inform, share and persuasion



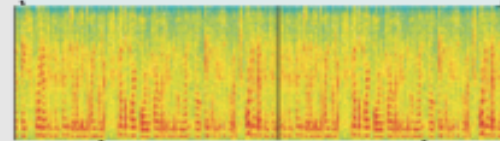
twitter



Learn



Sense



# Challenges: Sensing

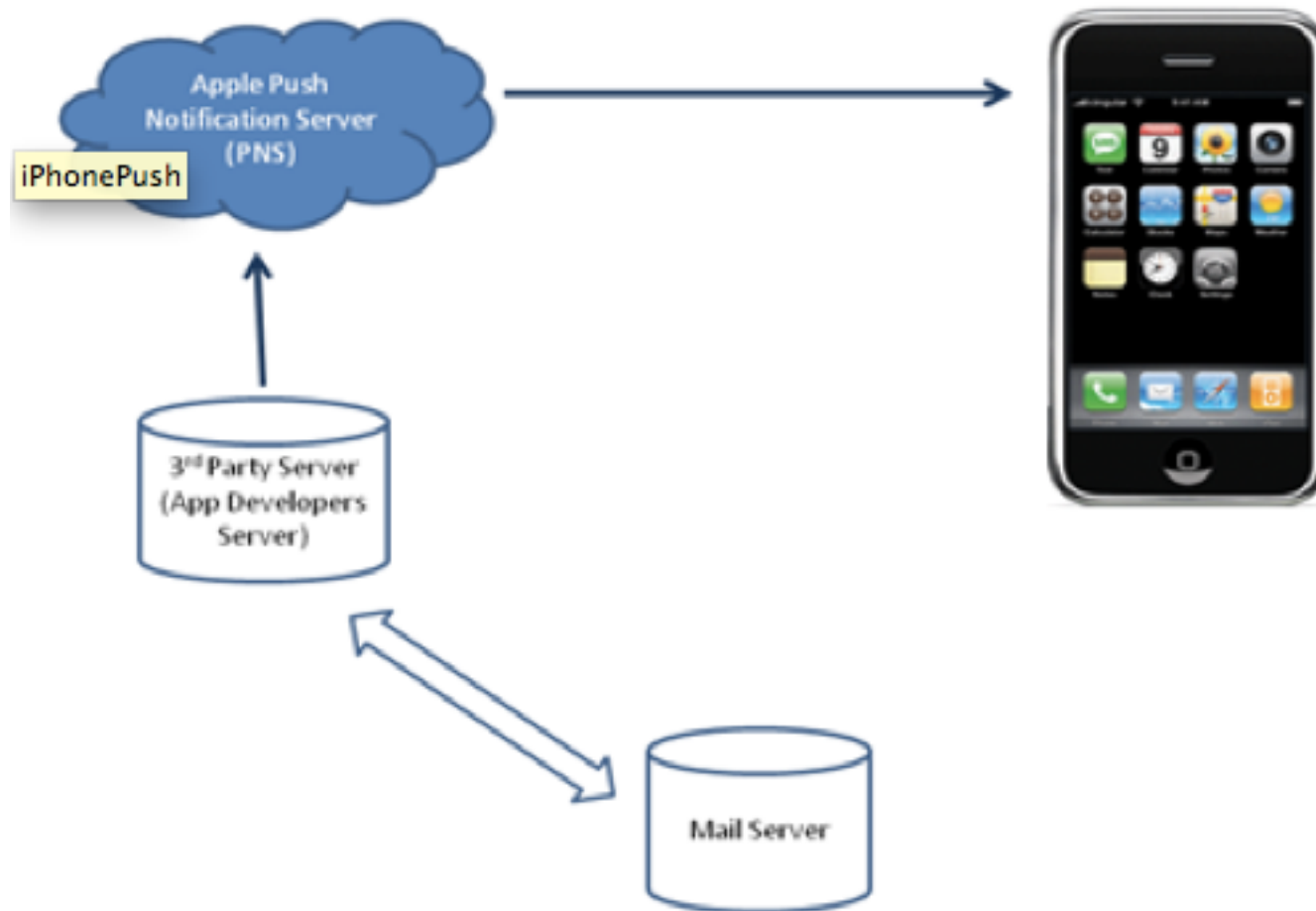
- Programmability
  - Most smartphones offer software development kits (SDK), APIs, and software tools
  - Lack of fine-grained sensor control
  - Lack of common sensing abstractions and APIs that could run on different platforms

# Challenges: Sensing

- Continuous Sensing
  - Require multitasking and background processing
    - e.g., continuous accelerometer sampling



# iPhone Push Service

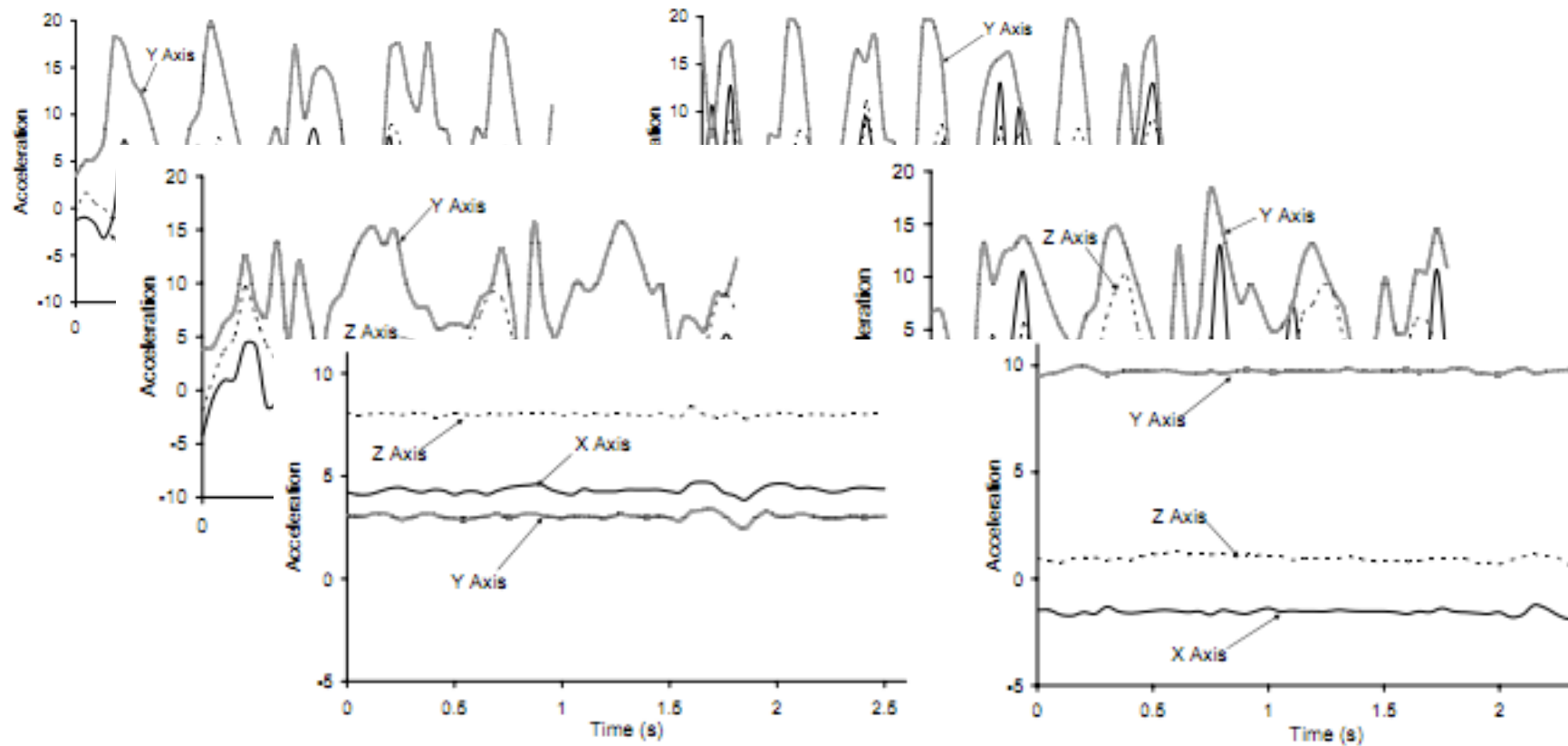


# Challenges: Sensing

- Continuous Sensing
  - Require multitasking and background processing
    - e.g., continuous accelerometer sampling
  - Heavy computation load
    - Interpreting audio data
  - Energy consuming
    - GPS reading requires a lot of energy (20 hrs down to 6 hrs)
    - Cloud-helped sensing
    - Duty cycling
    - Special processor architecture for continuous sensing (by Microsoft)

# Challenges: Learning

- Raw sensor data is worthless without interpretation

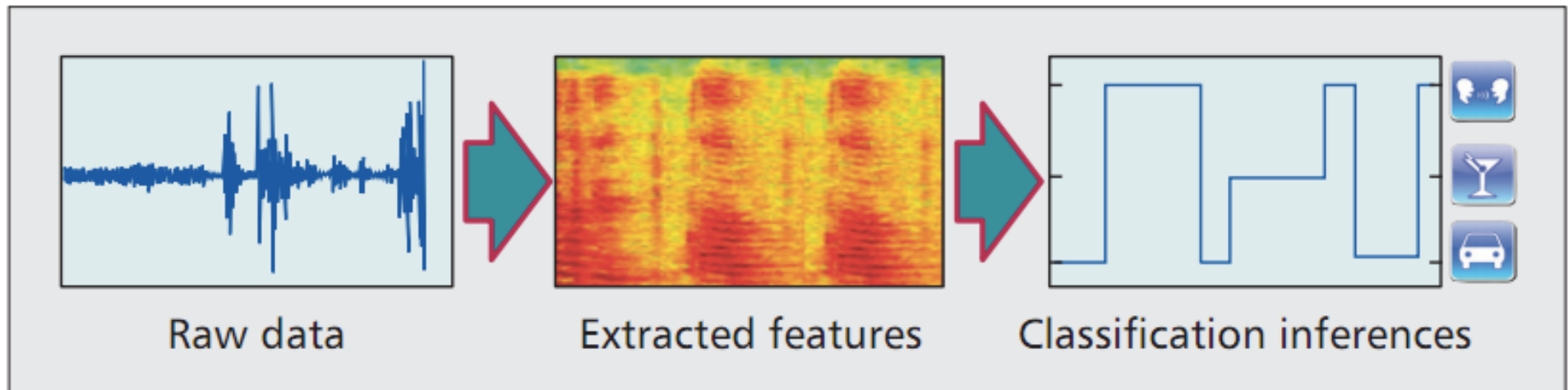


# Challenges: Learning

- How can a mobile phone interpret human behavior from low-level sensor data?
  - Supervised Learning

# Supervised Learning

- Modeling → Training → Testing
- Modeling: decide a statistical model
- Training: Learn model parameters from training data
- Testing: Apply this model to the real data



# Supervised Learning

- Modeling → Training → Testing
- Modeling: decide a statistical model
- Training: Learn model parameters from training data
- Testing: Apply this model to the real data
- Data labeling
  - Supervised: all data is labeled
  - Semi-supervised: some data is labeled
  - Unsupervised: no data is labeled

# Improving Learning

- Multimodal sensing
  - Use different types of sensors to learn a situation
  - Microphone, Accelerometer, GPS can infer more complex human behavior
- Active learning
  - selectively queries the user for labels
- Social network
  - combine learning procedure based on social network
- Community-guided learning
  - combines data similarity and crowd-sourced labels

# Use of mobile sensing

- Sharing
  - Social networking provides attractive ways to share sensed information
  - [Nike+](#)
- Personalization
  - Voice recognition
  - Monitor daily activities, profile preferences/behavior
  - Personalized recommendation



# Use of mobile sensing

- Persuasive technology
  - persuades user to make positive behavioral changes
  - (nudge users to exercise more, smoke less)
  - [Befit Garden, UbiGreen](#)
  - Community persuasion ([Carbonrally.com](#))
  - Exploit social network
    - Game, Competition, Feedback
    - PatientsLikeMe.com

**ACCELEROMETER**



Introducing  
**iRaptor 3Gs Android**  
The Raptor iPhone



**Playing Accelerometer 3D Racing Game**

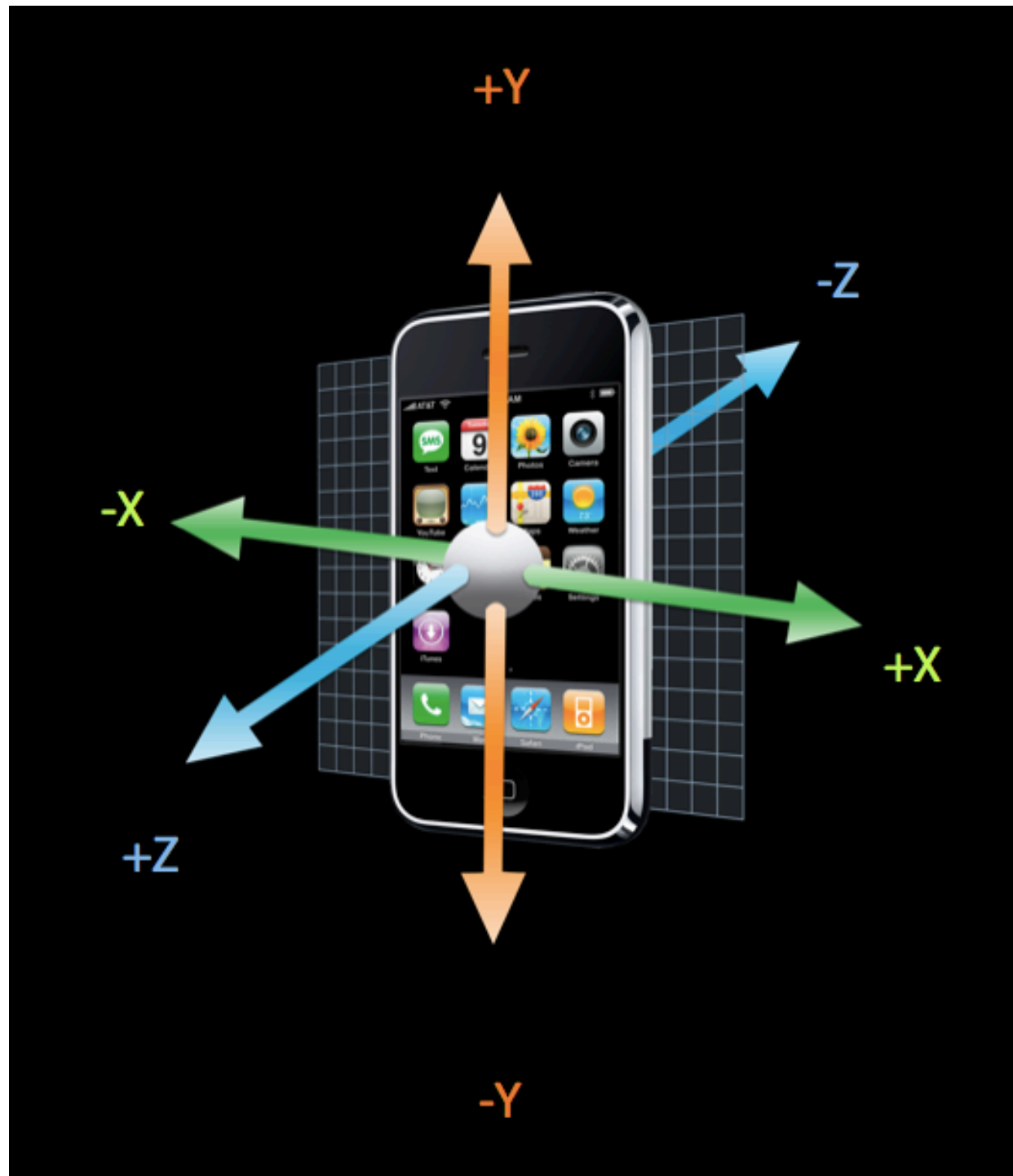


# What is Acceleration?

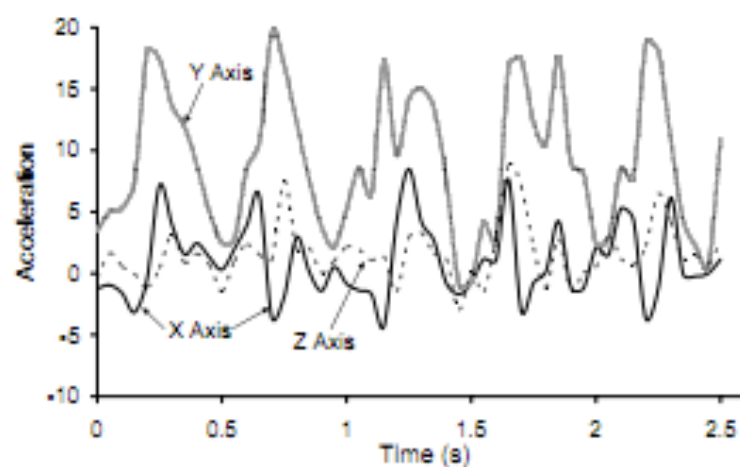
- Acceleration
  - The time rate of change of velocity
  - The time rate of change of the time rate of change of distance
- Unit
  - $\text{m/s/s}$ ,  $\text{m/s}^2$
  - g: multiple of the acceleration equal to Earth's gravity at sea level
  - negative value: the opposite direction

# What is accelerometer?

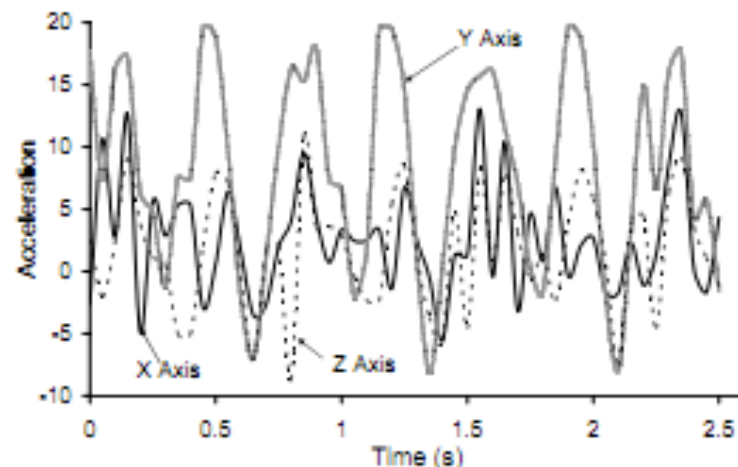
- An electromechanical device that measures acceleration
  - Static: gravity
  - Dynamic: moving, shaking, vibrating...
- Used for
  - Tilt: check the direction of the gravity
  - Acceleration to a particular direction
    - IBM/Apple use accelerometer to protect hard disk from scratch when falling
    - Launch an air bag in a car



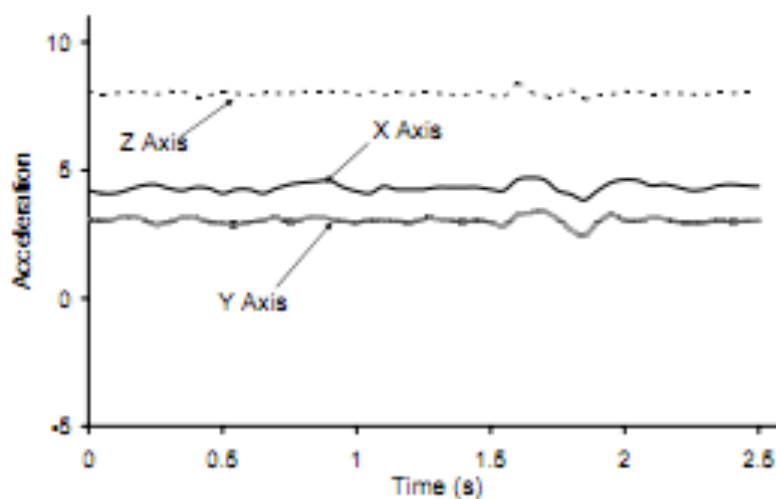
rometer



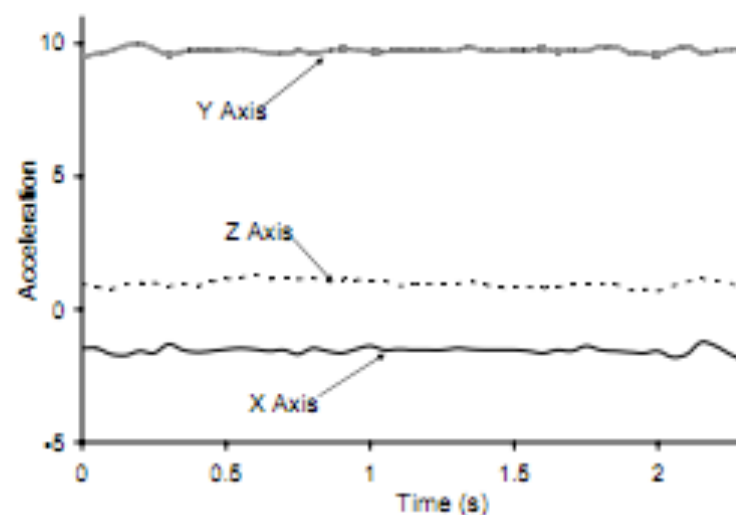
(a) Walking



(b) Jogging



(e) Sitting



(f) Standing



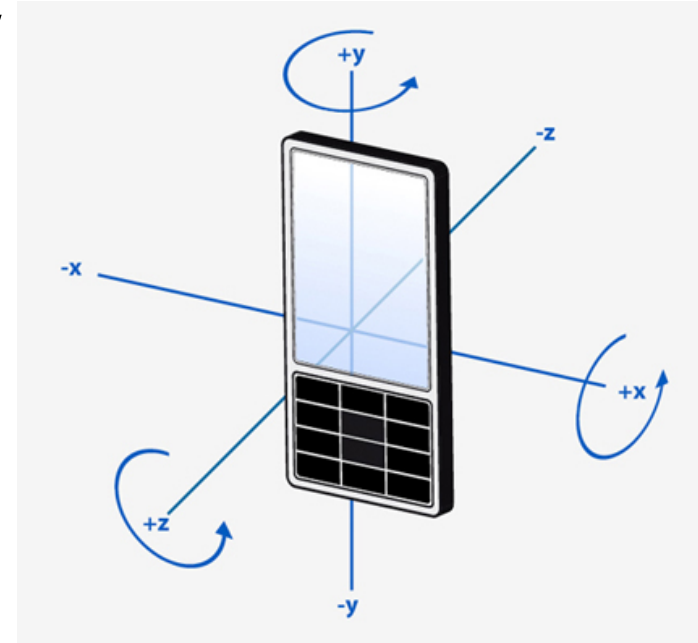
# What is Gyroscope?

- Gyroscope is a toy, which maintains the direction while the wheel spins
- [Video](#)
- Used for detecting an attempt to tilt
  - Aircraft
  - Helicopter



# What is Gyroscopic sensor?

- Measures the rotational movement around the three axes
- Combined with accelerometer, it senses detailed orientation
- [Accel. vs Gyroscope](#)
- [Gyroscope & iPhone](#)



# What can we do with accelerometer?

- Activity recognition
- Transportation recognition

# Activity Recognition

- Physical activity
  - static posture: standing, sitting, lying
  - dynamic motions: walking, running, stair climbing, cycling
- Useful for
  - Bio-medical
    - metabolic energy expenditure
    - rehabilitation engineering: walking aid
  - Contextual knowledge
    - Human-computer interaction
    - Behavior prediction

# Classification with supervised learning

- Classification: determine the type of activity

