An Efficient Meet-Up Mechanism by Mashing-up Social and Mobile Clouds

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JOIN: A mobile social network application

Objective: Provide immediate and personalized LBS information for a group of users.



- Real-time meet-up activities for a group of mobile users
 - Integrating GPS, cloud computing, smart phone and wireless communications.
 - A on-line LBS service beyond the combination foursquares.com and latitudes.com.



Mashup Clouds for Mobile Social Networks

Mobile Networks

Social Networks



System Components: Community Engine Functions: 1. Group Event Announcement

2. Group Membership











NCTU Cloud Platforms

Cloud Platform: Hyper-v

System Components: JOIN Engine

Functions: 1. Mobile User Location Database

2. Area Interesting Events
Advertisement



4. Speech Recognition

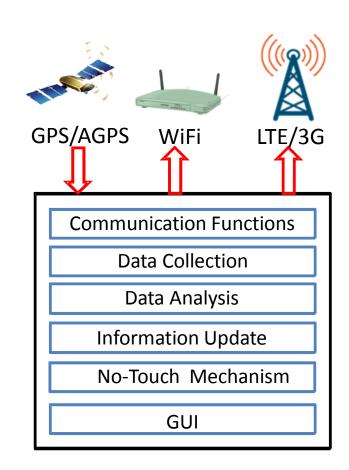




JOIN Client Architecture

- Software Design and Using:
 - Android Developer
 - WP7
- Hardware Using:
 - Smart Phone
 - Location
 - GPS (satellite fix)
 - AGPS (base station fix)
 - Sensors
 - Communication devices:
 - WiFi
 - 3G / LTE





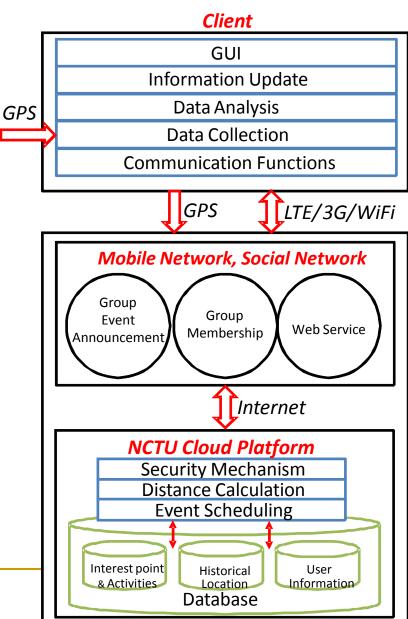
JOIN Cloud Architecture

NCTU Cloud Platforms

- JOIN engine:
 - Location database
 - Current and historical locations of each user
 - Dynamic calculation of distance among friends
 - Static locations of stores related to interested groups
 - Group membership and polling
 - Event Scheduling with data mining

Social Networks

- Community engine
 - Group Event Announcement
 - Group Scheduling

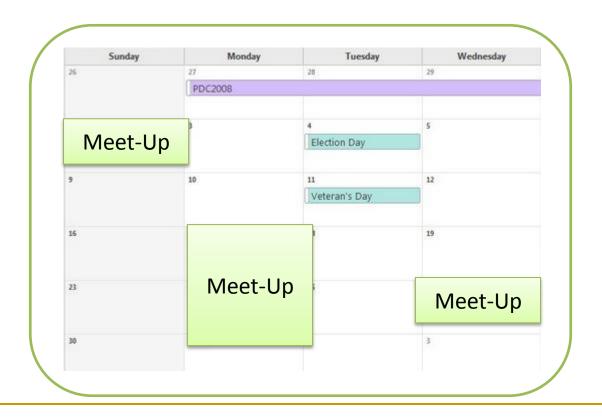


Developed mechanisms for mobile meet-up

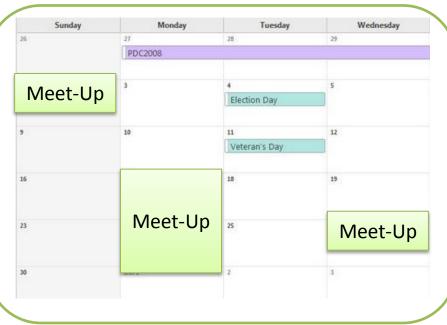
- Calendar Merge-Up Mechanism
- Meet-Up Voting
- Location Pushing-Up Mechanism
- Proximity-Based No-Touch Mechanism for voting

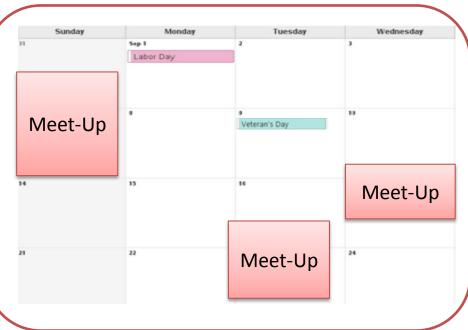
Calendar Merge-Up Mechanism

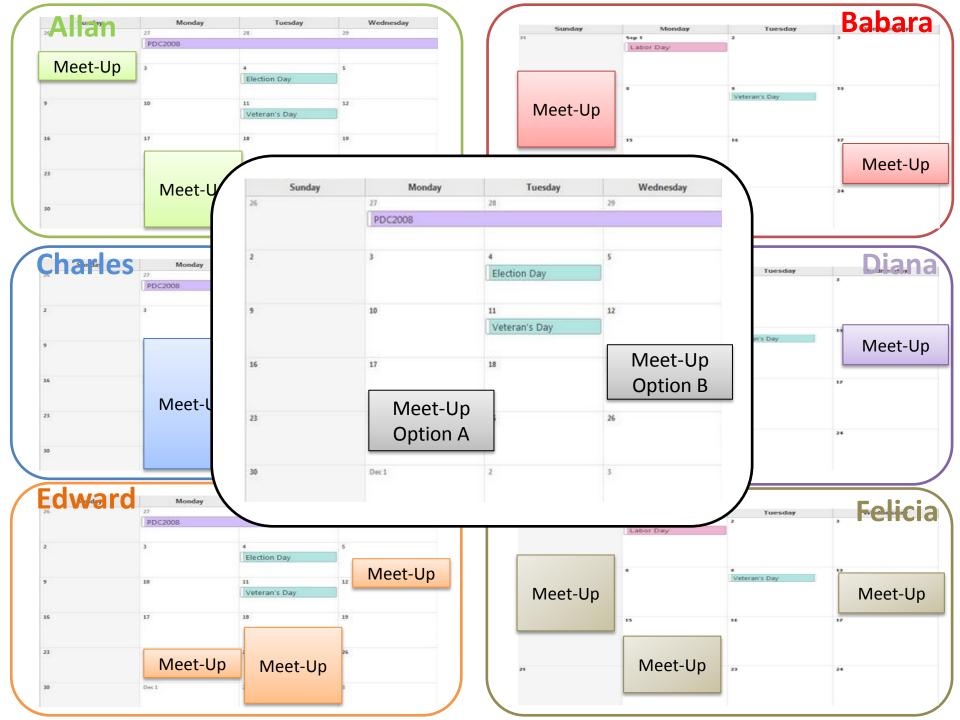
JOIN can search the common available time for each user in their calendar.



Allan
Babara

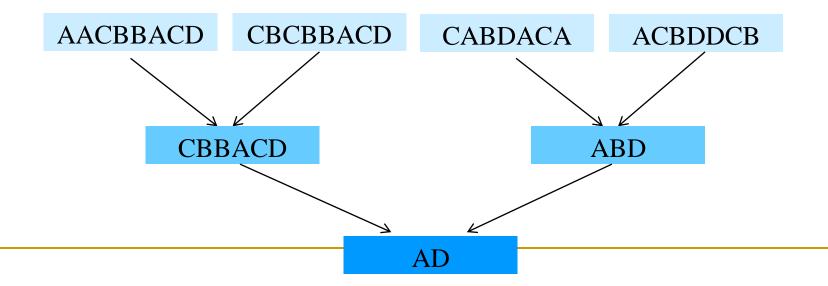






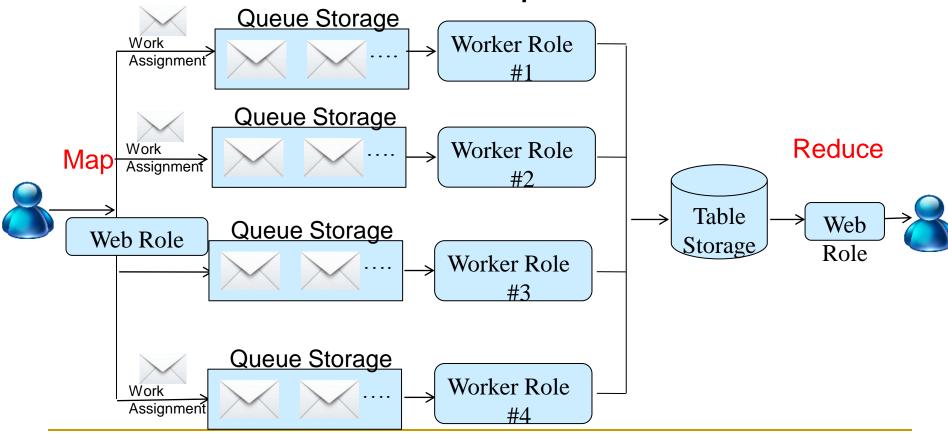
Calendar Merge-Up Mechanism(Cont.)

- Finding longest common subsequence(LCS) on MapReduce
- Mapper: Find LCS between two users
- Reducer: Combine the result



Map Reduce Technique

Windows Azure with MapReduce



Meet-Up Voting

- Users can hold a activity.
 - vote for destination and time.
- Server can also proactively schedule the Meet-Up activity.



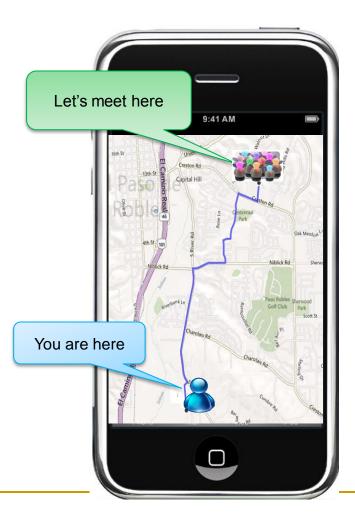


Location Pushing-Up Mechanism

- Location Pushing
 - Destination is pushed to each user with route planning.
- Reservation
 - Tickets
 - Rooms
- Booking in personal Calendar
 - Reminder









Proximity-Based No-Touch Mechanism for Voting

- Using touch screens are not safe for mobile phone users.
- Applying proximity sensors to initiate mobile applications without the need of touching the screen

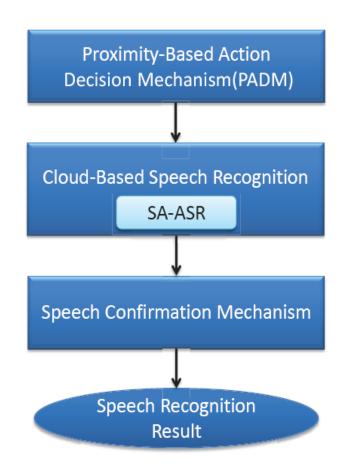
Integrate with cloud speech

recognition







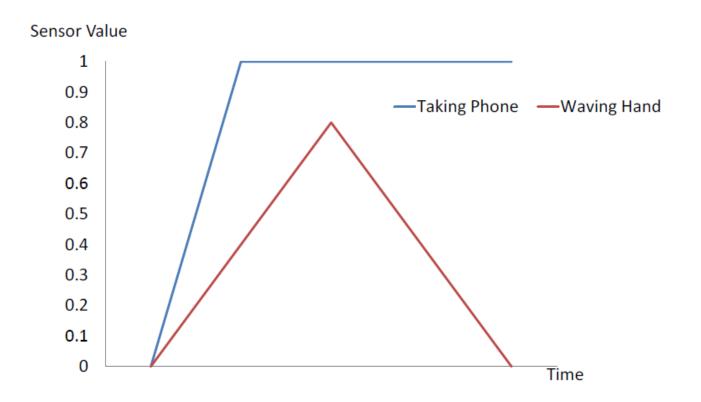


^[1] C. Y. Lin Y. J. Chen L. C. Wang and Y. C. Tseng, "Proximity-Based Speech Recognition in Mobile Cloud Computing," 2nd International Workshop on Mobile Sensing (IPSN Workshop 2012)

^[2] C. Y. Lin Y. J. Chen L. C. Wang and Y. C. Tseng, "A No-Touch Mechanism to Initiate Mobile Applications on Smart Phones, "IEEE Vehicular Technology Conference (VTC2012-Fall), September 2012.

Proximity-Based No-Touch Mechanism for Voting(cont.)

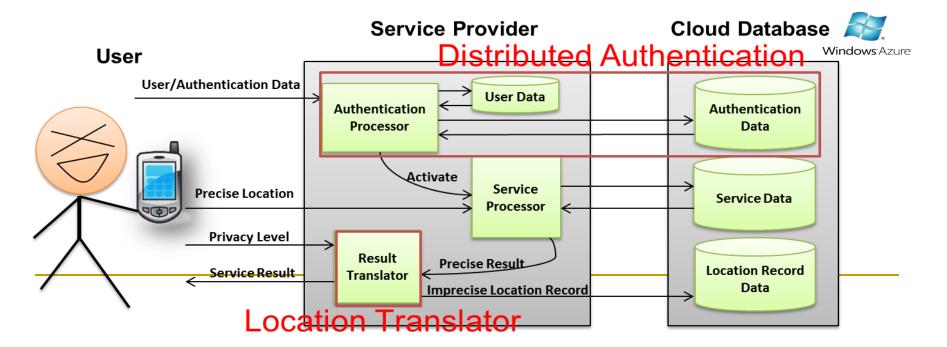
Body language Translator



Enhanced Location Privacy

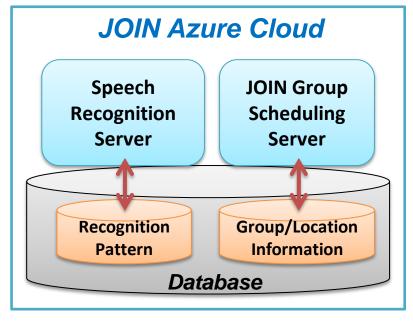
- Providing location security in LBS system with ODB service model
- IMSI-based pseudonym to secure the location data in JOIN services
 - Provable security
 - Less Power Consumption





Used Techniques in Database

- Windows Azure Platform
 - Speech recognition server
 - Group scheduling server
- Network Coding for Location Privacy
 - IMSI-based JOIN secure mechanism
- VMs Load Balancing
 - Queuing theoretical resource prediction





Conclusion

- Present enabling mechanisms of meet-up applications for mobile phones, consisting of
 - calendar merge-up and polling mechanism
 - route information pushing-up mechanism
 - proximity-based no-touch mechanism
- Provide immediate and personalized social LBS information to mobile phone customers.

Reference

- [1] Y. T. Lee, L. C. Wang, and R. Gau," Implementation Issues of Proactive Location-Based Group Scheduling for Cloud Applications", in IEEE VTS Asia Pacific Wireless Communications Symposium, 2010.
- [2] C. Y. Lin Y. J. Chen L. C. Wang and Y. C. Tseng, "Proximity-Based Speech Recognition in Mobile Cloud Computing, " 2nd International Workshop on Mobile Sensing (IPSN Workshop 2012)
- [3] C. Y. Lin Y. J. Chen L. C. Wang and Y. C. Tseng, "A No-Touch Mechanism to Initiate Mobile Applications on Smart Phones," IEEE Vehicular Technology Conference (VTC2012-Fall), September 2012.
- [4] Y. J. Chen and L. C. Wang, "A Security Framework of Group Location-Based Mobile Applications in Cloud Computing, "Third International Workshop on Security in Cloud Computing (CloudSec 2011)
- [5] http://msdn.microsoft.com/zh-tw/windowsazure/ff721941