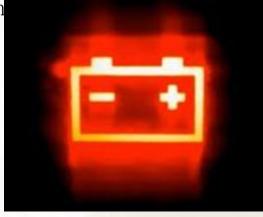
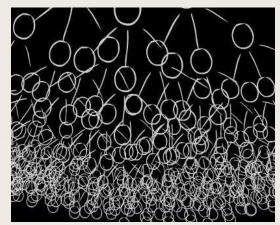
Opportunistic CrowdSensing

Nic Lane Mobile and Sensing Systems Group (MASS) Microsoft Research Asia (MSRA)

Lowering Energy Consumed by Participation



Incentivizing Users to Particip



collaboratio n with Thomas Moscibroda



Characterizing Places (POI





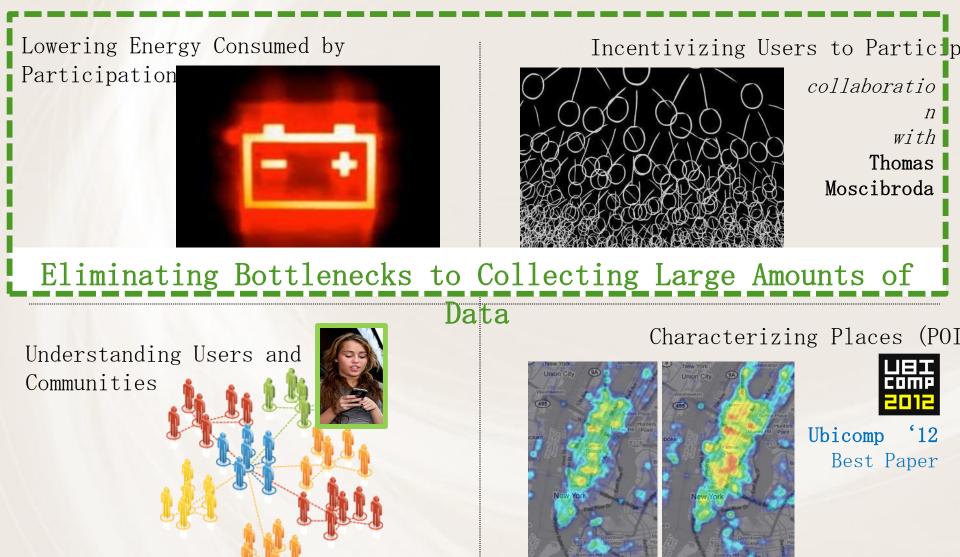
Ubicomp '12 Best Paper

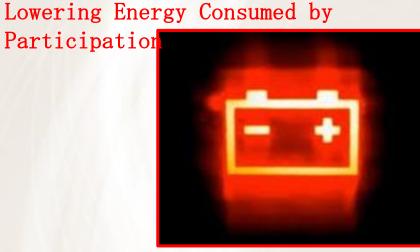
Lowering Energy Consumed by Incentivizing Users to Particip Participation collaboratio with Thomas Moscibroda Characterizing Places (POI Understanding Users and Communities

Novel Uses of Large-scale Crowdsourced Sensor Data

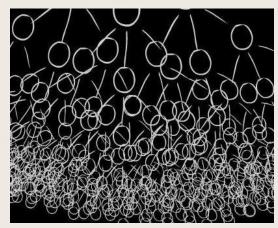
Ubicomp '12

Best Paper





Incentivizing Users to Particip



collaboratio n with Thomas Moscibroda



Characterizing Places (POI





Ubicomp '12 Best Paper

Low-Energy Opportunistic CrowdSensing

Nicholas D. Lane, Yohan Chon, Lin Zhao Yongzhe Zhang, Guandong Ding, Fan Li, Feng Zhao

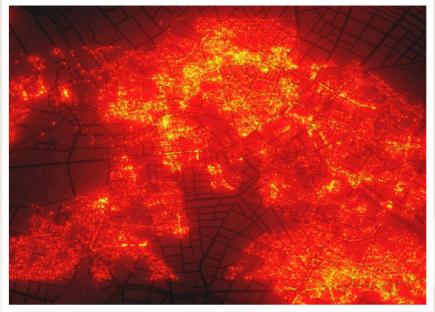
Under Submission



Participation in existing Crowdsourcing Mobile Sensor System drains Smartphone Batteries Collect GPS Traces from Traffic

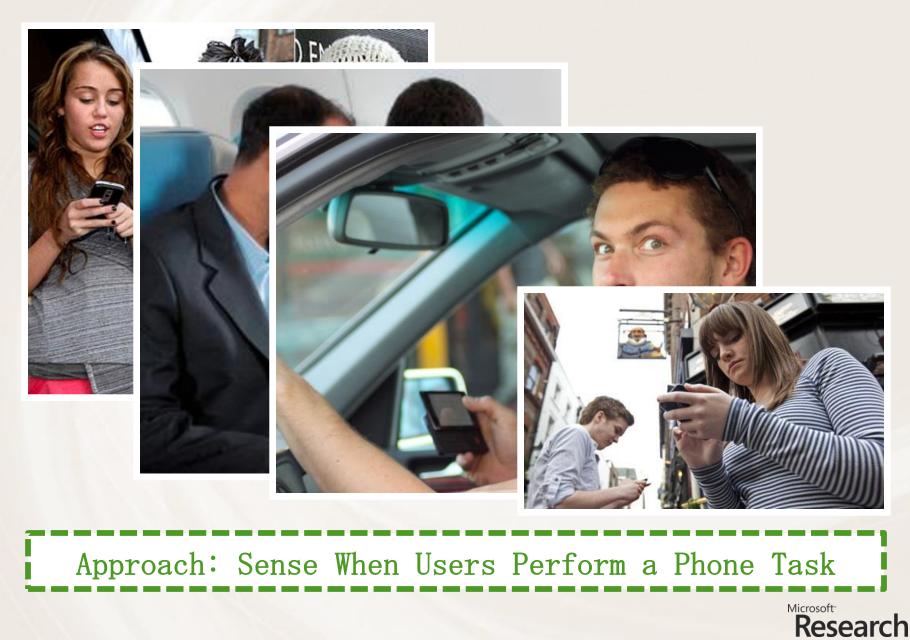


Build WiFi Localization Maps

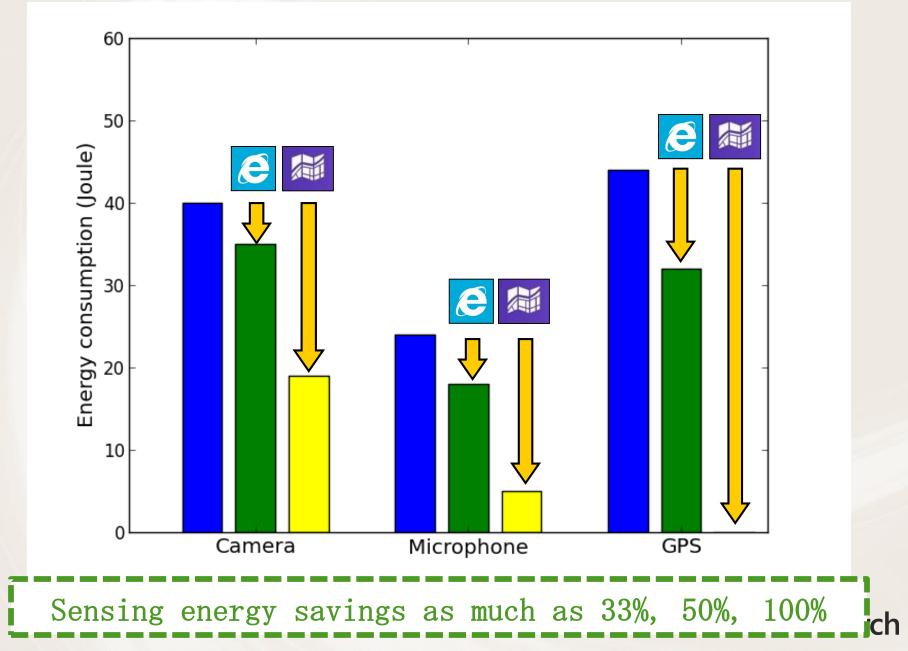


Even an hour or two of participation can reduce battery life by 10+ stand-by hours or more

Opportunistic CrowdSensing (OCS)

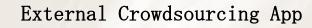


Being Opportunistic Saves Energy



Opportunistic CrowdSensing *Framework*

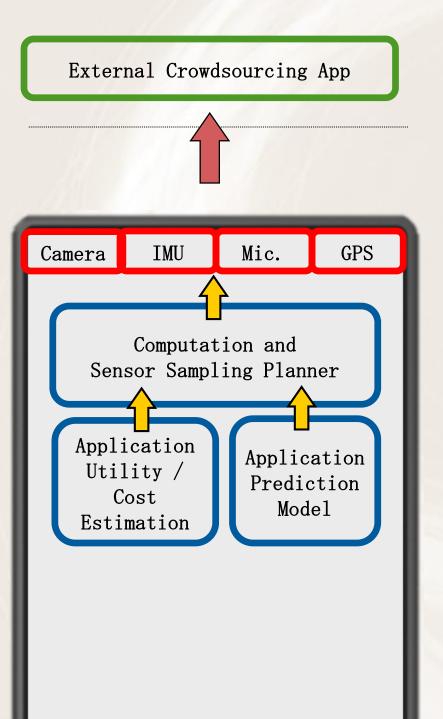




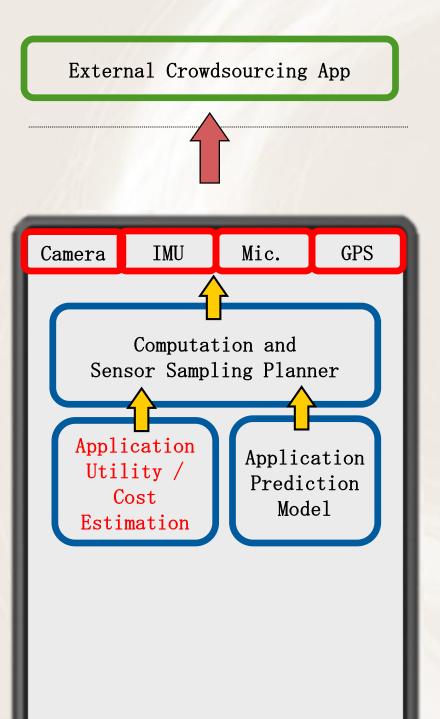
[sensor type, computation, sample rate, \cdots]



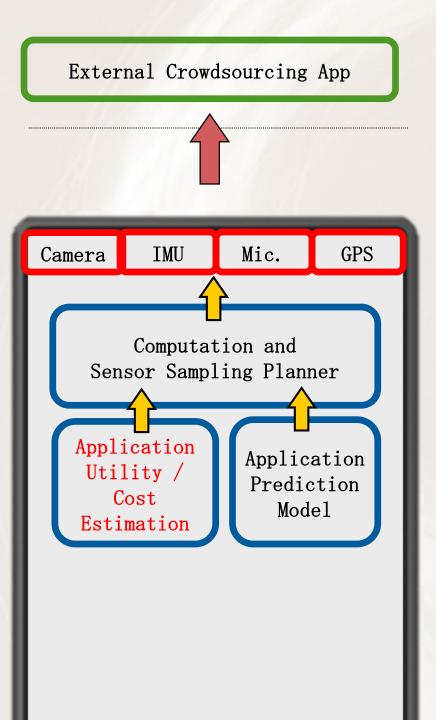








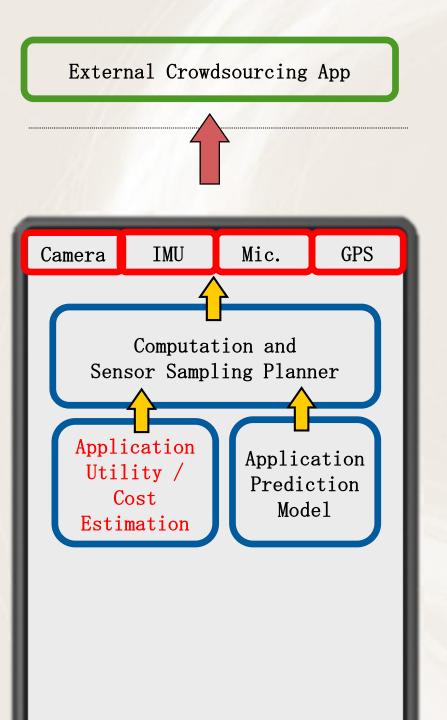




Application Utility/Cost Estimation

Utility \sim Sensor Quality

Application	Sensor Quality
æ	Accuracy Quantity etc.
>>	
Cost En	nergy Used
Application	Energy
æ	Joules



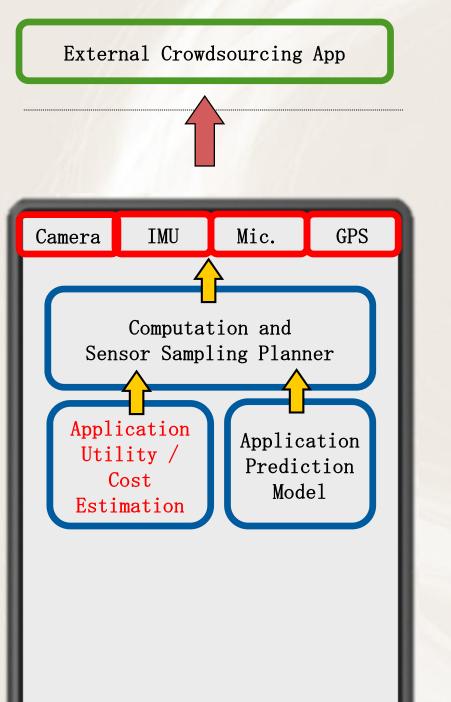
Application Utility/Cost Estimation

Utility ~ Sensor Quality

f(App Crowd) = Sensor Quality

Cost ~ Energy Used f(App Crowd Crowd) = Energy

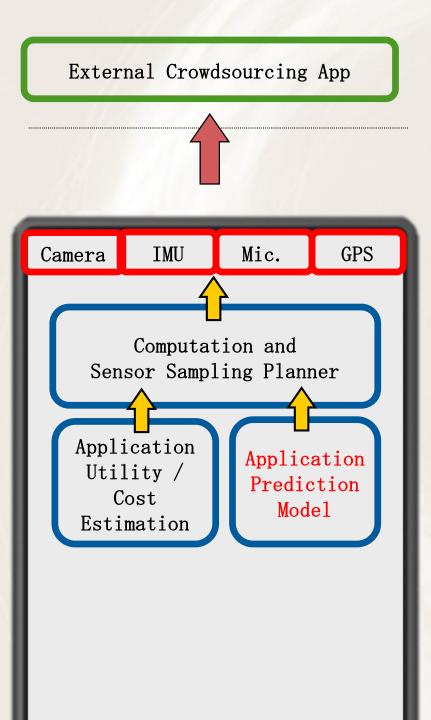




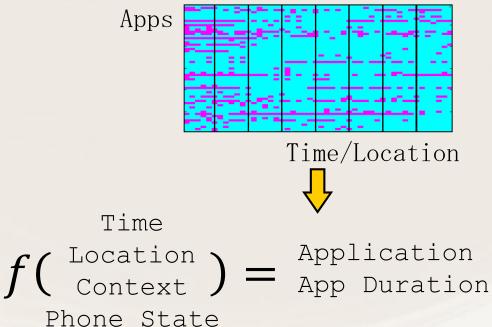
Application Utility/Cost Estimation Utility ~ Sensor Quality $f(\frac{\text{App Crowd}}{\text{Category}, \text{App}}) = \frac{\text{Sensor}}{\text{Quality}}$ Cost ~ Energy Used

 $f(\frac{\text{App Crowd}}{\text{Category}, \text{App}}) = \text{Energy}$

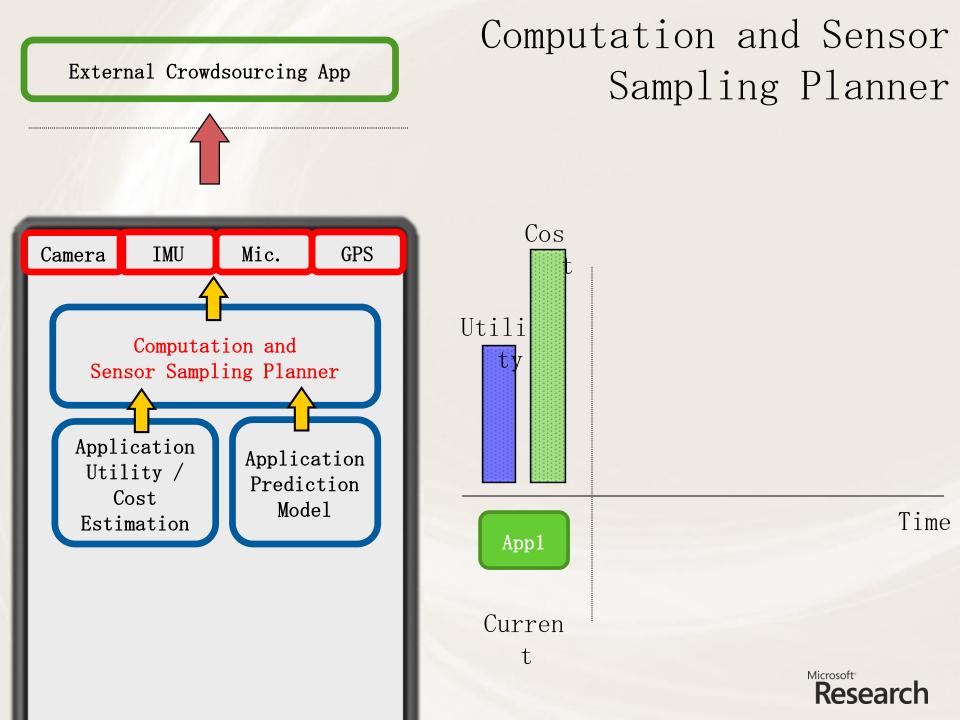


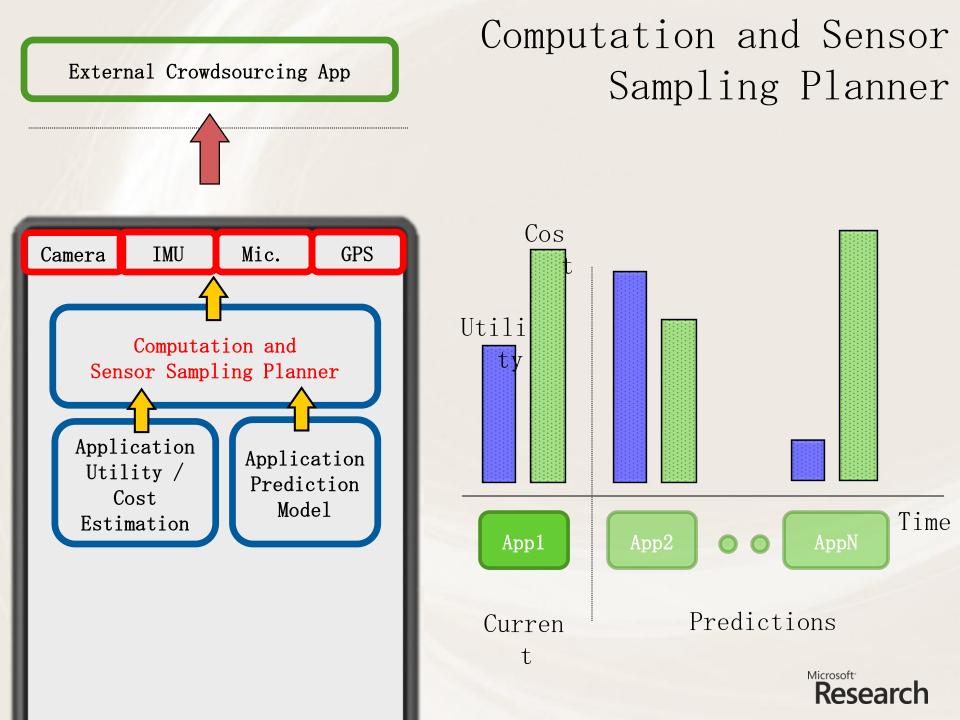


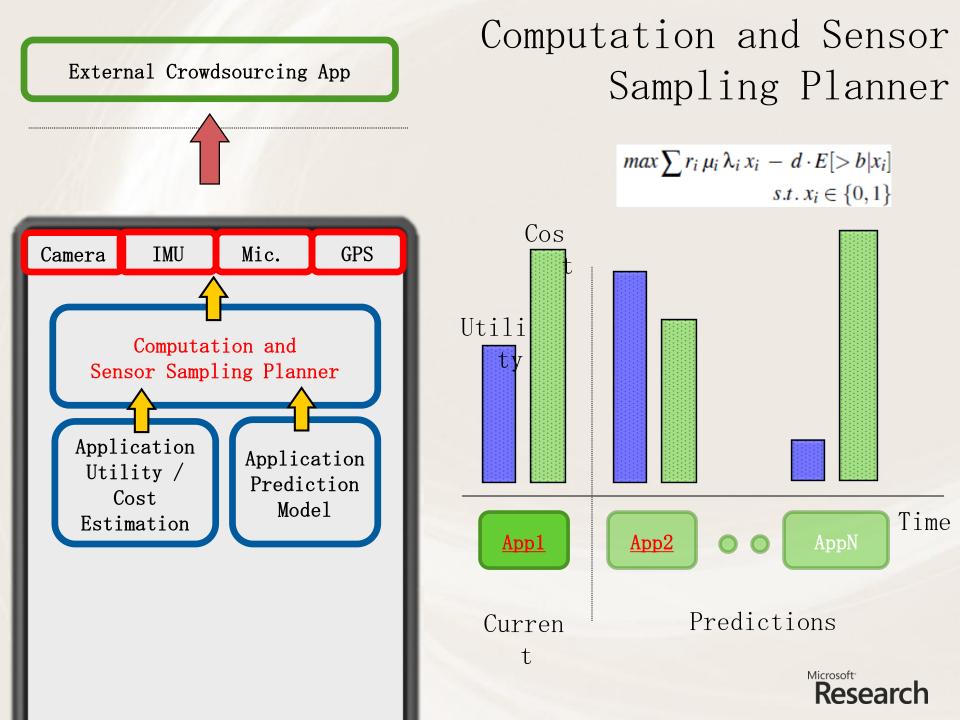
Application Prediction Model

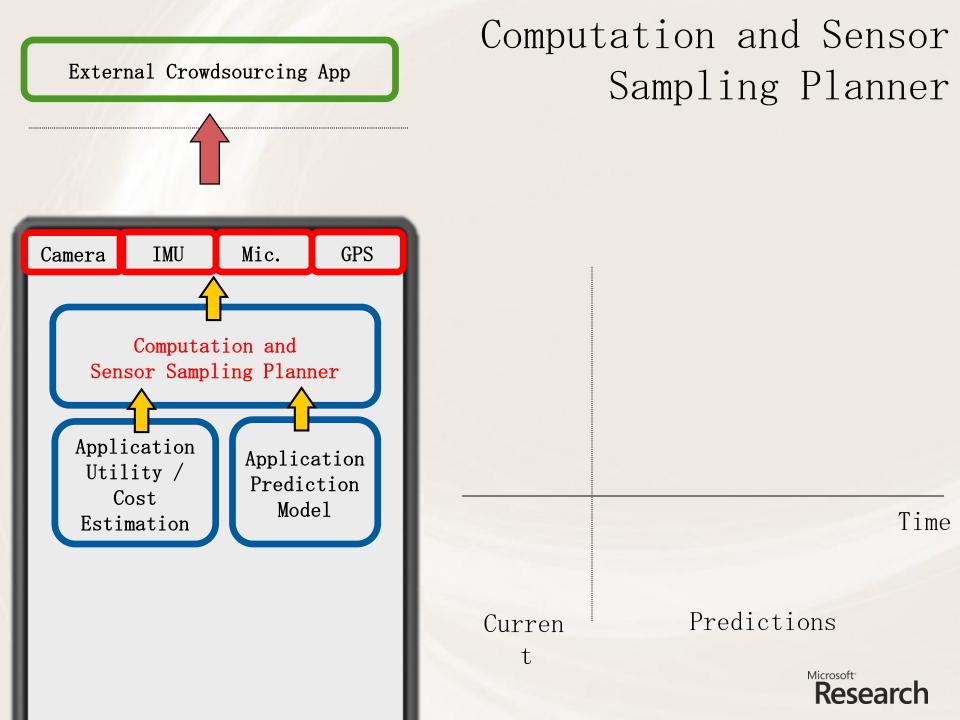


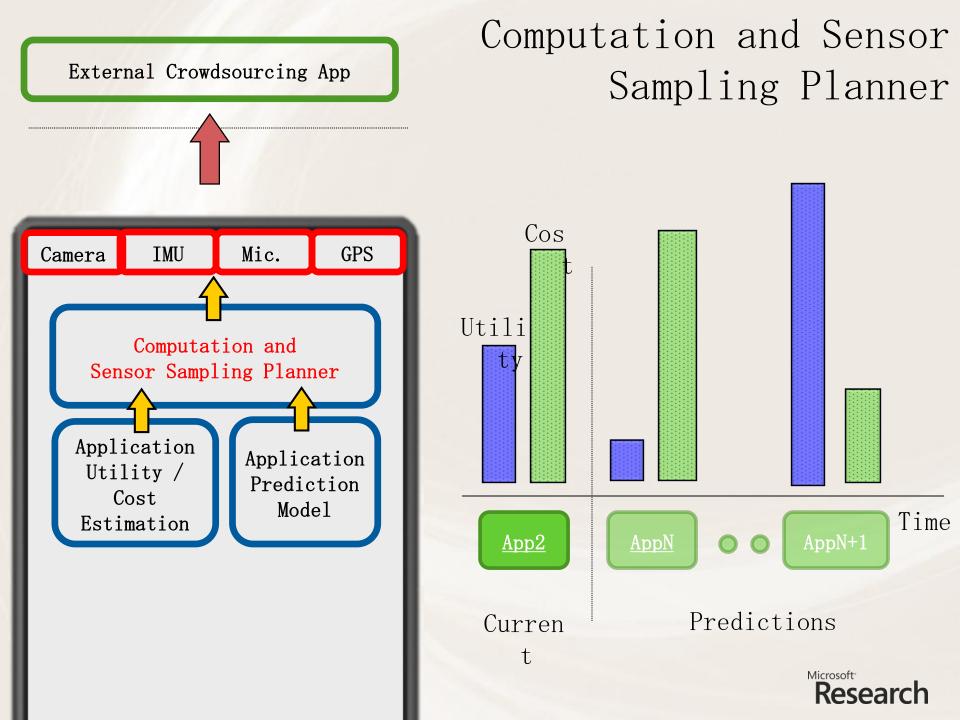
- Online version of Naïve Bayes Model
- Incrementally learn per-user patterns
- Operating with low-cost Research

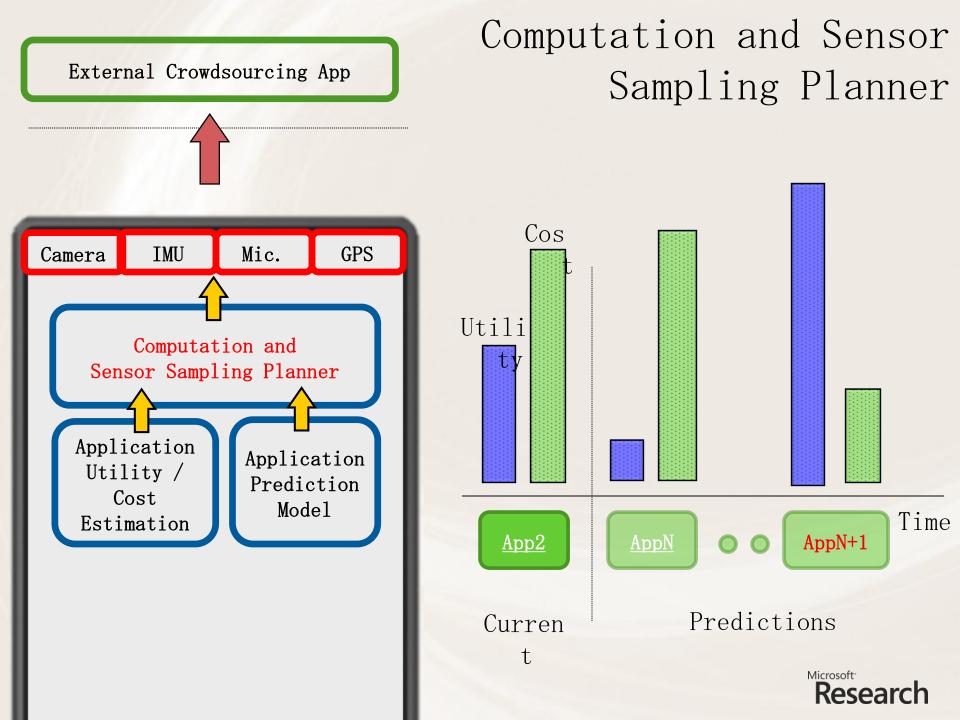




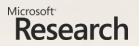








Evaluation



Evaluation Methodology

Questions Answered

- 1. How well can we predict application usage?
- 2. How much additional data can OCS collect?
 - Comparison to alternative approaches
- 3. If we embed OCS into an existing Crowdsourcing App Indoor WiFi mapping - what is performance w.r.t :
 - Energy Saving
 - Impact on Accuracy

Experiment Data

Simulation (questions 1 & 2)

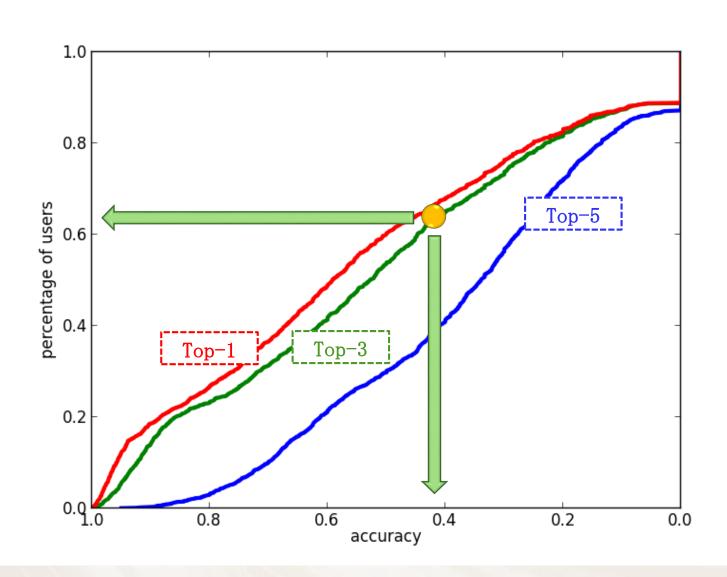
- App Trace of Smartphone Usage 1320 Users Worldwide [AppJoy Project]
- Fine-grain measurements of App and Sensor energy costs

Case Study (question 3)

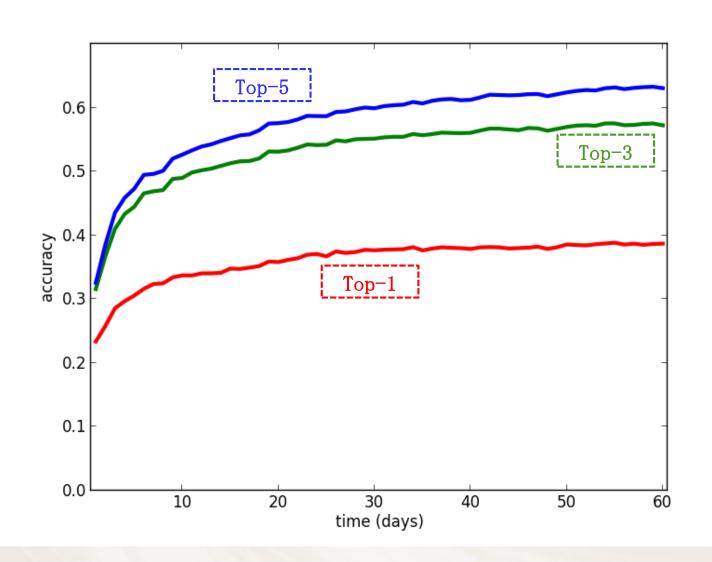
- 20 users - 3 weeks - MSRA building.



Low-cost Online Per-User Prediction of Application Usage



Application Prediction Accuracy Improves over Time



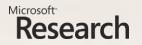
	Periodic			
Energy Budget (% of phone battery)	1%	2%		
Microphone / Speech Recognition	319%	270%		



	Periodic			
Energy Budget (% of phone battery)	1%	2%		
Microphone / Speech Recognition	319%	270%		

Experiment Parameters

- Assumed Fixed Energy Budget (approx. 1 2 % of daily battery life)
- Ignores Uploading Cost (assumed to occur overnight during recharge)

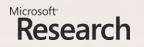


	Periodic			
Energy Budget (% of phone battery)	1%	2%		
Microphone / Speech Recognition	319%	270%		
Camera / No computation	145%	167%		
GPS / No computation	293%	252%		

Experiment Parameters

- Assumed Fixed Energy Budget (approx. 1 - 2 % of daily battery life)

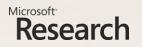
- Ignores Uploading Cost (assumed to occur overnight during recharge)



	Peri	odic	App-Driven		
Energy Budget (% of phone battery)	1%	2%	1%	2%	
Microphone / Speech Recognition	319%	270%	168%	139%	
Camera / No computation	145%	167%	81%	68%	
GPS / No computation	293%	252%	53%	43%	

Experiment Parameters

- Assumed Fixed Energy Budget (approx. 1 2 % of daily battery life)
- Ignores Uploading Cost (assumed to occur overnight during recharge)



	Periodic App-		Priven Context		-Driven	
Energy Budget (% of phone battery)	1%	2%	1%	2%	1%	2%
Microphone / Speech Recognition	319%	270%	168%	139%	142%	110%
Camera / No computation	145%	167%	81%	68%	73%	68%
GPS / No computation	293%	252%	53%	43%	103%	94%

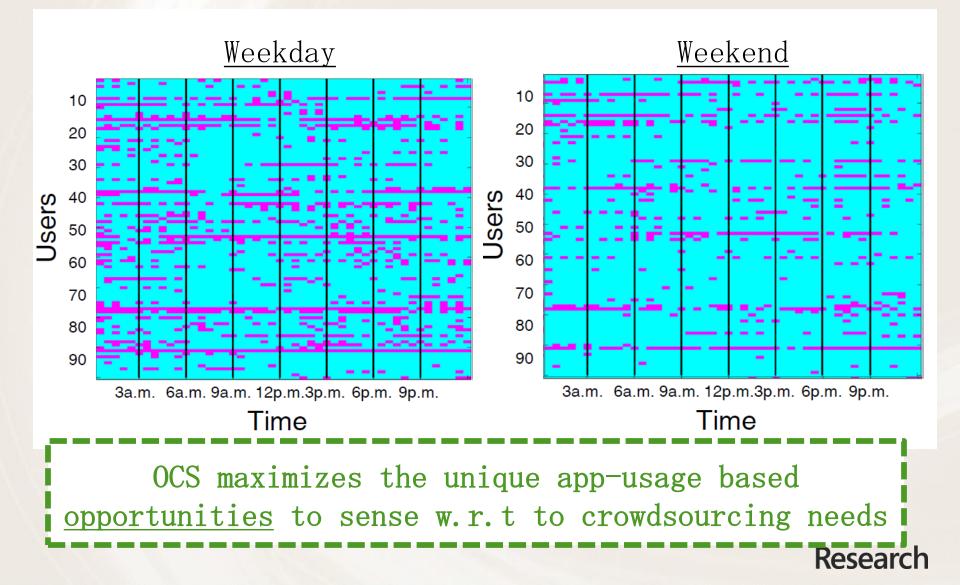
Experiment Parameters

- Assumed Fixed Energy Budget (approx. 1 2 % of daily battery life)
- Ignoros Unloading Cost (assumed to occur overnight during____

On average OCS collects 48% more data across all tested scenarios assuming the same energy budget



OCS results in *personalized* Sensing Schedules

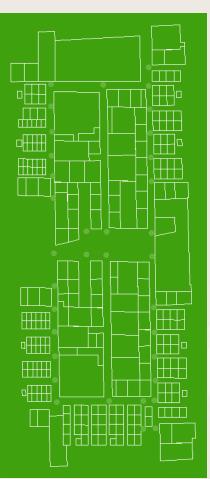


Case Study Low Energy WiFi Maps for Indoor Localization

collaboration with Chunshui Zhao and Jacky Shen

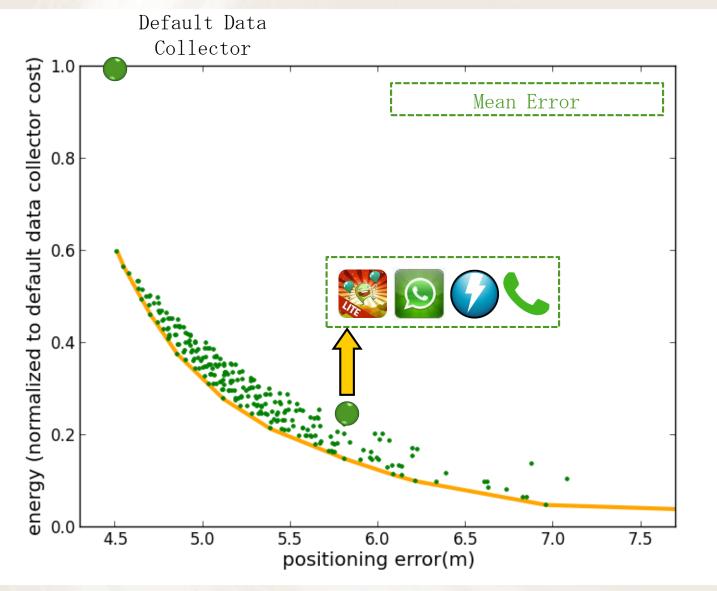
Methodology

- 13th floor of MSRA building
- Intern data collection, replicate typical mobility patterns
- Measure sensor quality and cost w.r.t the • location accuracy and the default data collection application
- Prediction model trained from large-scale AppJ • dataset
- Simplified version of indoor navigation code
 - For example: No personalization
- Ground-truth: Basic corner-detection + IMU ster detection during map construction

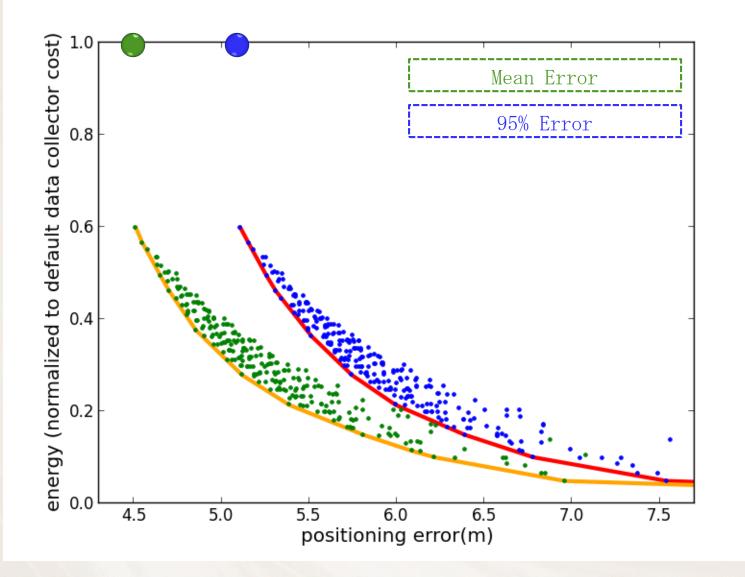




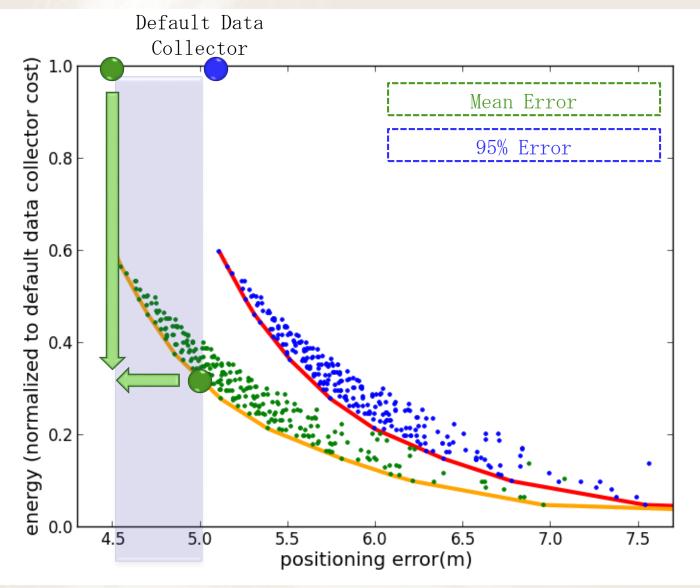
Significant energy savings with acceptable accuracy reductions



Significant energy savings with acceptable accuracy reductions



Significant energy savings with acceptable accuracy reductions



Conclusion

Low-Energy Opportunistic CrowdSensing

- *Insight:* Low-energy sensing opportunities presented by app usage
- OCS framework provides a sensing decision engine that makes the most of limited app opportunities.
- Systematic evaluation and case study (WiFi localization)

On-going Agenda examining Opportunistic Crowdsensing



Lowering Energy Consumed by Participation

Characterizing Places







Incentivizing Users to Participate Research