# Algorithms for context prediction in ubiquitous systems

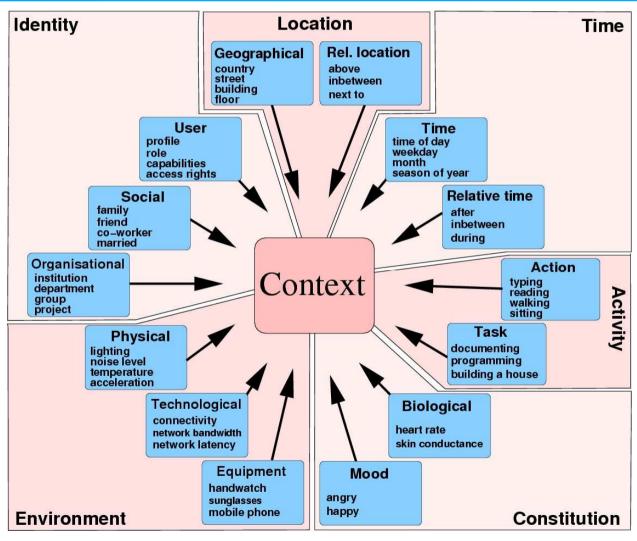
Lecture in WS08/09



#### **Stephan Sigg**

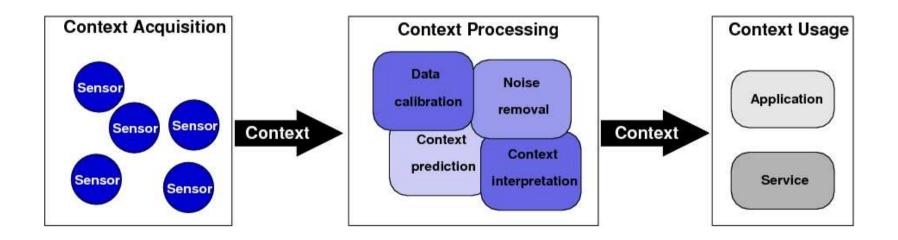
TU Braunschweig Institute of Operating Systems and Computer Networks www.ibr.cs.tu-bs.de/dus

#### What is context?



#### **Example sensors**

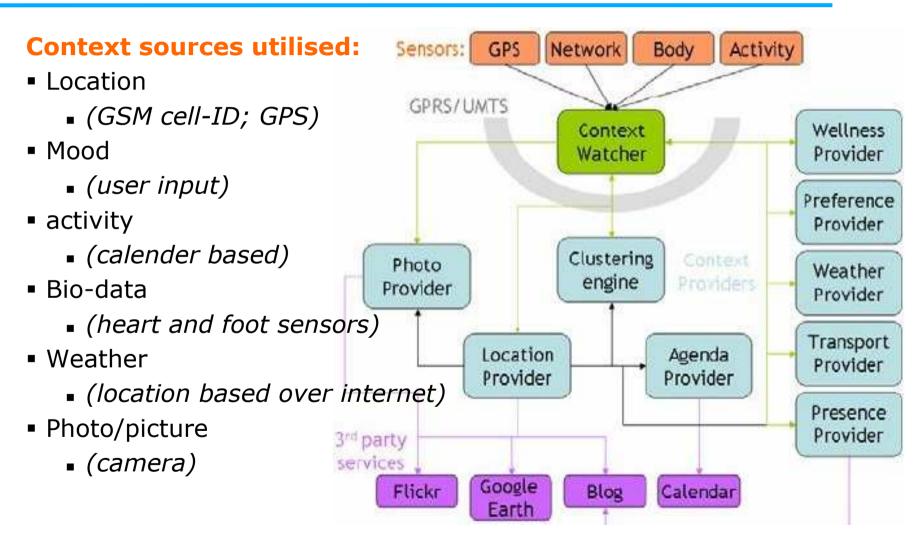
#### **Context processing and context utilisation**



# **Example sensors**



### **Example: Context Watcher**



### **Example: Context Watcher**



#### Context Data

cell id: 10571 altitude: 59.4

speed: 115.1 km/h

course: 246,6

pos: (52.279, 6.503)

range: 1 m street: E30

postal code: 7462 city: Rijssen (NL)



Saturday, March 24, 2007

#### A day in Papendrecht

The weather that I enjoyed today: it has been rather cloudy in Alblasserdam, 1/9°C, with a relative humidity of 93%, a gentle breeze was blowing from north to northeast. The cities that I visited today: Papendrecht (7.4h), Dordrecht (1.6h), Alblasserdam (4.5h). The max of speed that I had today: 104.9. The photos that I took today:

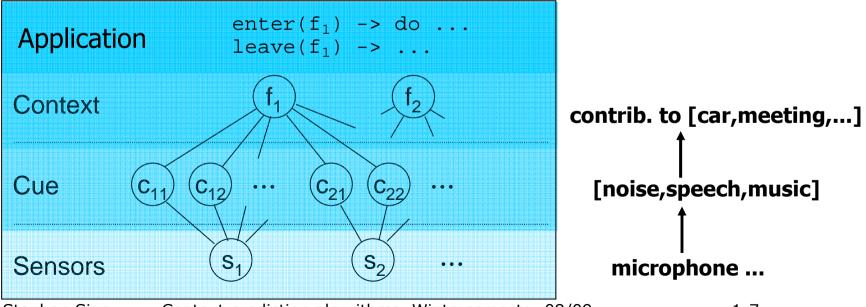




#### **Context recognition**

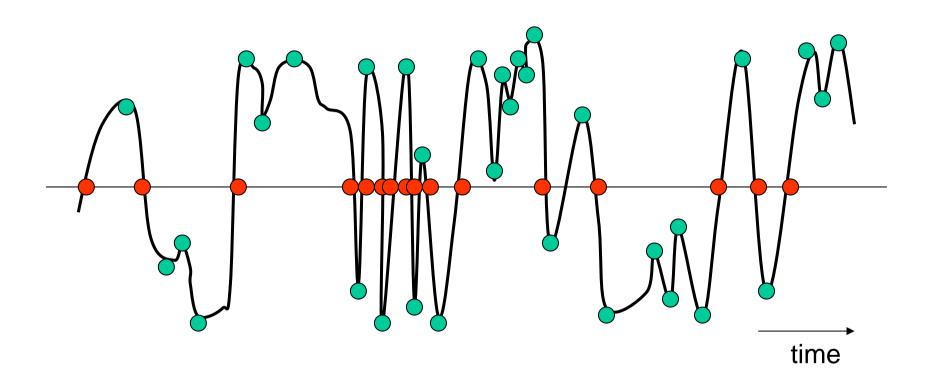
#### **Context processing stages**

- Raw electrical signals
- Interpretation of signals as electic values
- Aggregation, first abstraction of signals
- Further abstraction based on semantics
- Interpretation of abstracted data to contexts



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# **Processing ratio**



ratio = Direction changes / Zero crossings

### **Processing**

```
Speech

Raw - Avg: 170.5; Abs Avg: 471.0; ratio: 12.190; sd: 566179.8

Spec - avg: 12.5; sd: 4447.67; avg lis: 115.4; sd dis: 13669.85

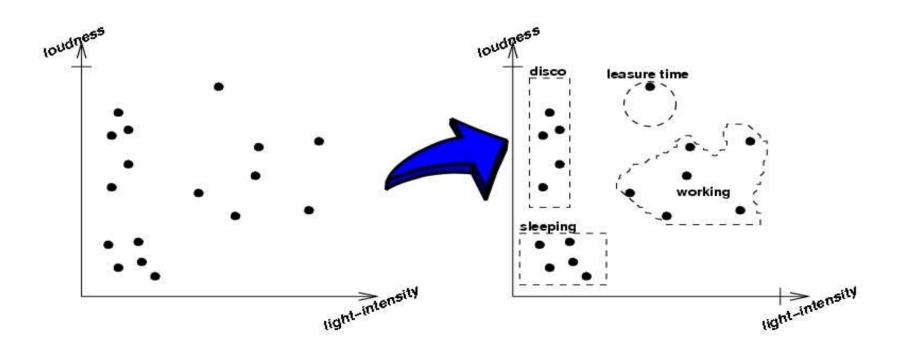
Prof - avg: 1411.2; sd: 1673821.1;
```

Distinct ratio zero crossings / direction changes

### **Context recognition**

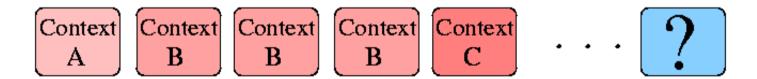
#### From features to contexts

- Measure available data on features
- Probably with regard to probability distribution
  - Measured value always approximation of actual value
- Context reasoning by appropriate method
  - Syntactical (rule based ; e.g. RuleML);
  - Statistical: HMM, NN, SOM, SVM, Bayes Nets ...



#### **Informal descriptions:**

- "Context Prediction […] aims at inferring future contexts from past (observed contexts)." [Mayr04]
- "In Kombination mit verschiedensten bekannten Informationen soll aus dem augenblicklichen Kontext heraus der nächste Kontext vorhergesagt werden."[Petz05]



#### Literature:

[Mayr04] Mayrhofer, R.M, An Architecture for Context Prediction, PhD-Thesis, 2004.

[Petz05] Petzold, J, Zustandsprädiktoren zur Kontextvorhersage in ubiquitären Systemen, PhD-Thesis, 2005.

#### Formal definition of context prediction:

■ Let k, n, i ∈ N and  $t_i$  describe any interval in time. Furthermore, let T be a context time series. Given a probabilistic process  $\pi(t)$  that describes the context evolution at time  $t_i$ , context prediction is the task of learning and applying a prediction function  $f_{t_i}: T_{t_{i-k+1},t_i} \to T_{t_{i+1},t_{i+n}}$  that approximates  $\pi(t)$ .

#### **Context prediction is a search problem:**

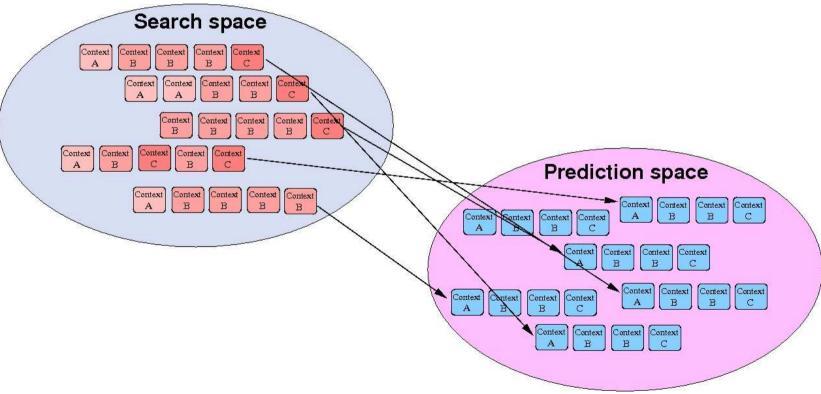
- lacktriangle A search problem  $\Pi$  is described by
  - 1. the set of valid inputs  $\Lambda_\Pi$
  - 2. for  $I \in \Lambda_{\Pi}$  the set  $\Omega_{\Pi}(I)$  of solutions

An algorithm solves the search problem  $\Pi$  if it calculates for

 $\mathbf{I} \in \Lambda_\Pi \text{ an element } \Omega_\Pi(I) \text{ if } \Omega_\Pi(I) \neq \varnothing \text{ and rejects otherwise.}$ 

#### **Context prediction is a search problem:**

 Context prediction is mainly to find the correct mapping between search space and prediction space



#### Possible distance metrics between contexts:

- Table-Look-up for non-numeric context types
  - Alternatively, non-numeric contexts might be mapped onto numeric context types
- Various approaches for numeric context types:
  - One-dimensional: simple difference between values
  - Multi-dimensional:
    - Euclidic distance between input vectors
    - RMSE

$$RMSE = \sqrt{\frac{\sum_{i=1}^{n} (p_i - d_i)^2}{n}}$$

BIAS

$$BIAS = \frac{\sum_{i=1}^{n} |p_i - d_i|}{n}$$

Further approaches feasible

#### **Requirements:**

- In order for context prediction to be feasible, the input sequence has to be predictable in any sense:
  - Periodic patterns
  - Trends
  - Repetitions of typical patterns
  - **...**
- Problem:
  - Mood is part of definition of context but hardly accessible by sensors

#### **Input sequence typically predictable in UbiComp:**

- Human behaviour patters are reproducible [Ande01]
  - Cognitive psychology: 'script' describes actions and circumstances that characterise specific context or context pattern.
  - Scripts similar for groups of individuals; small alterations between different cultures or societies
- "Behaviour consists of patterns in time" [Magn04]
- Typical behaviours in team-sport games like soccer [JBGB03]
- It is possible to recognise the software programmer of a piece of programming code based on her programming style [Krsu94].

#### Literature:

[Ande01] Anderson, J.R., Cognitive psychology and its implications, Spectrum, 2001.

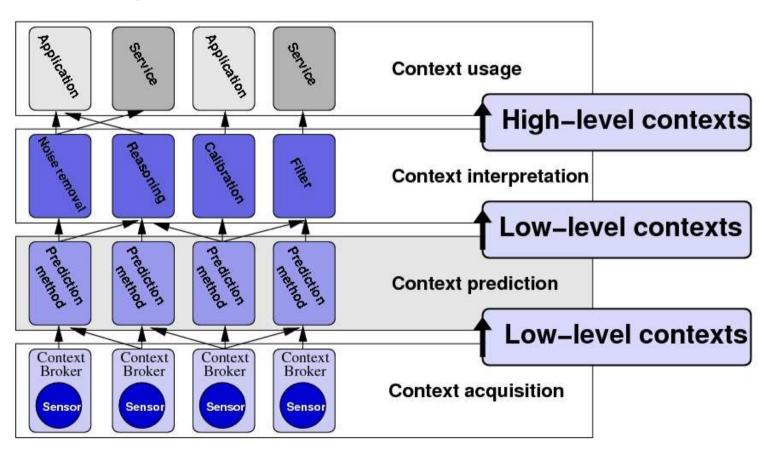
[Magn04] Magnusson, M.S., Repeated patterns in behaviour and other biological phenomena, In: Oller, K., Gabriel, U.: Evolution of Communication systems: A comprehensive approach, MIT Press, 2004.

[JBGB03] Jonsson, G.K., Bjarkadottir, S.H., Gislason, B., Borrie, A., Magnusson, M.S., Detection of real time patterns in sports: Interactions in football, L`ethologie applique aujourd`hui, 2003.

[Krsu94] Krsul, I., Authorship analysis: Identifying the author of a program, 1994

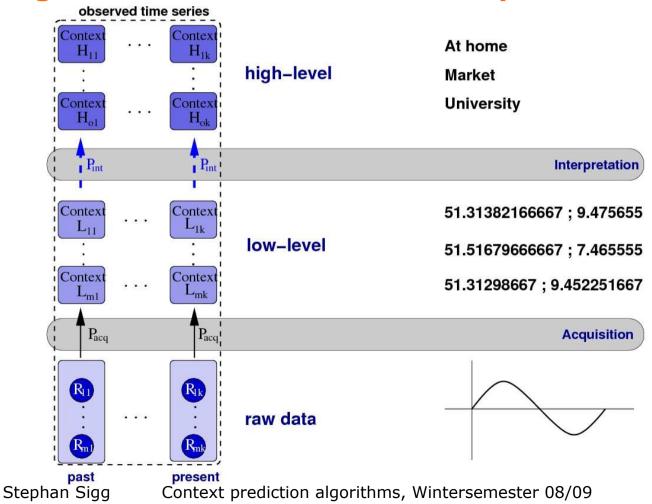
#### **Context prediction architectures**

#### **Context prediction architectures:**



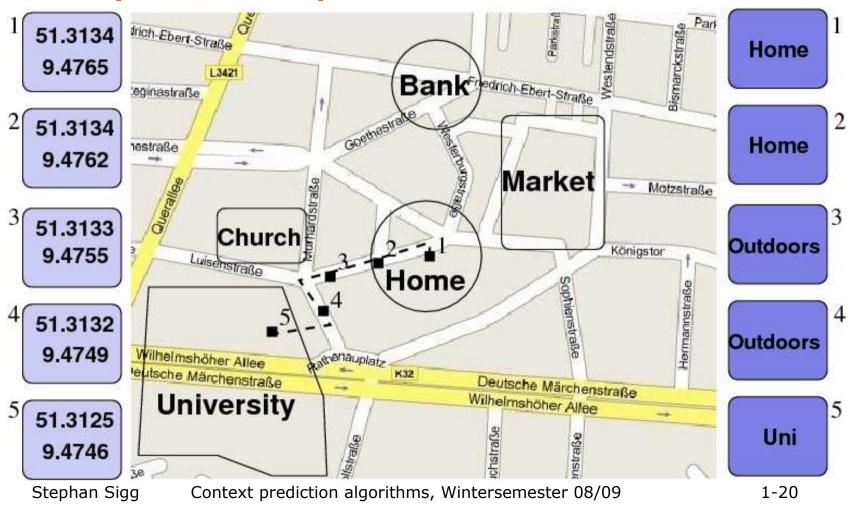
#### **Context abstraction levels**

#### High-level and low-level context prediction:

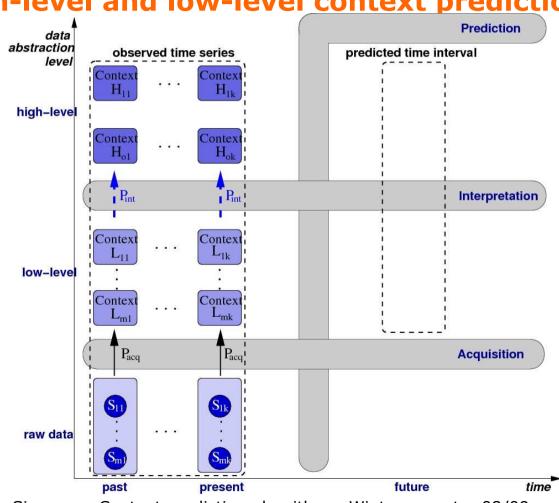


#### **Context abstraction levels**

#### **Example: Location prediction:**

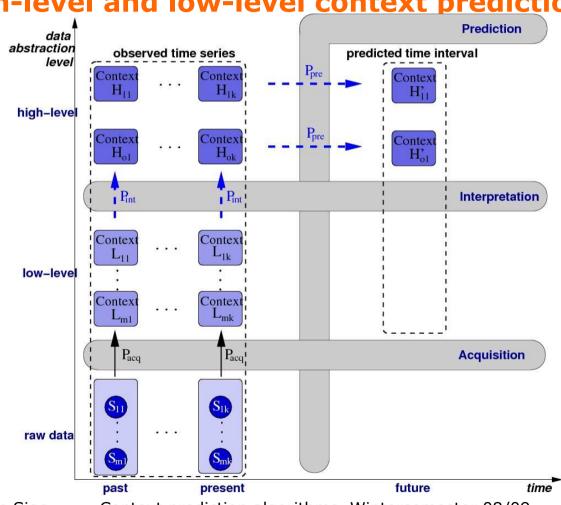


High-level and low-level context prediction:



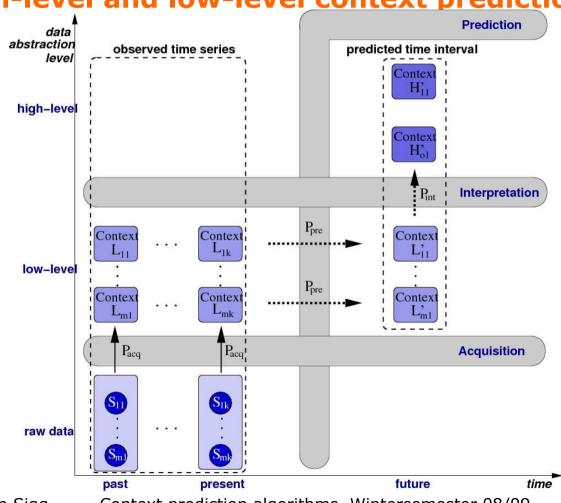
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High-level and low-level context prediction:



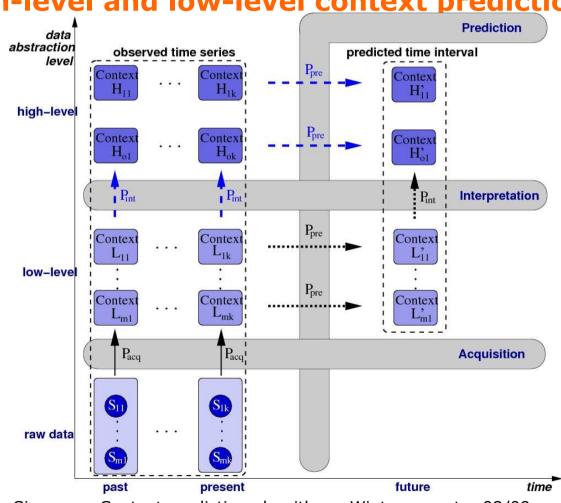
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#### High-level and low-level context prediction:



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High-level and low-level context prediction:



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High-level and low-level context prediction:

$$P_{\text{acq}}^{km} \cdot P_{\text{int}}^{ko} \cdot P_{\text{pre}}^{o}$$

$$P_{\text{acq}}^{km} \cdot P_{\text{pre}}^{m} \cdot P_{\text{int}}^{o}$$

**<u>k:</u>** # of input time intervals

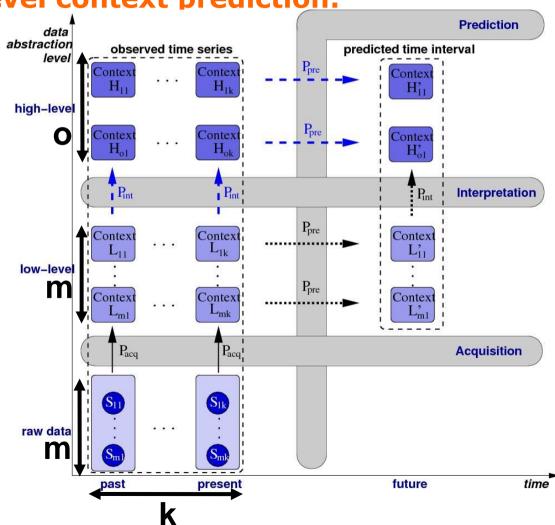
m: context sources per interval

o: high-level contexts per interval

Pacq: Probability: No acquisition error

Ppre: Probability: No prediction error

P<sub>int</sub>: Probability: No interpretation er



#### **Exact probability estimation:**

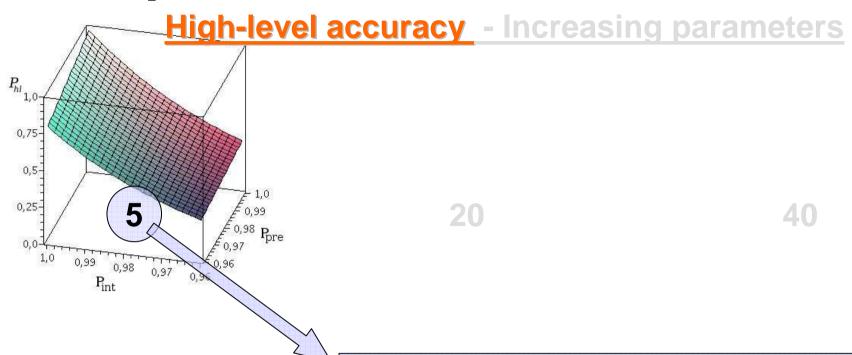
$$P_{hl}(i) = \left(P_{acq}^{m} P_{int}^{o} + P_{cor}^{int}\right)^{k} P_{pre}^{o}(i) + \left(1 - \left(P_{acq}^{m} P_{int}^{o} + P_{cor}^{int}\right)^{k}\right) \frac{1 - P_{pre}^{o}(i)}{v_{h}^{o} - 1}.$$

#### **Exact probability estimation:**

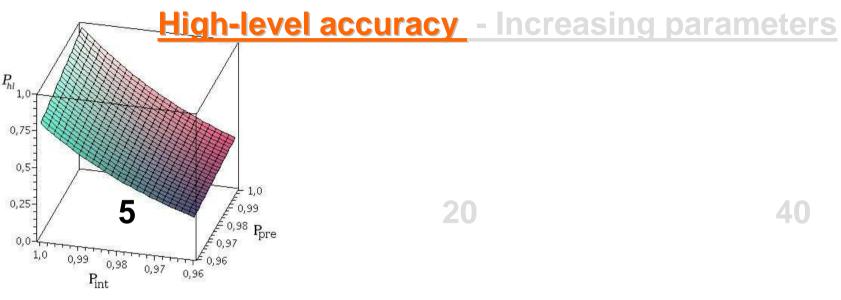
$$P_{hl}(i) = \left(P_{acq}^{m} P_{int}^{o} + P_{cor}^{int}\right)^{k} P_{pre}^{o}(i) + \left(1 - \left(P_{acq}^{m} P_{int}^{o} + P_{cor}^{int}\right)^{k}\right) \frac{1 - P_{pre}^{o}(i)}{v_{h}^{o} - 1}.$$

$$P_{ll}(i) = \left(P_{acq}^{k}P_{pre}(i) + P_{cor}^{pre}\right)^{m}P_{int}^{o} + \left(1 - \left(P_{acq}^{k}P_{pre}(i) + P_{cor}^{pre}\right)^{m}\right)\frac{1 - P_{int}^{o}}{v_{h}^{o} - 1}.$$

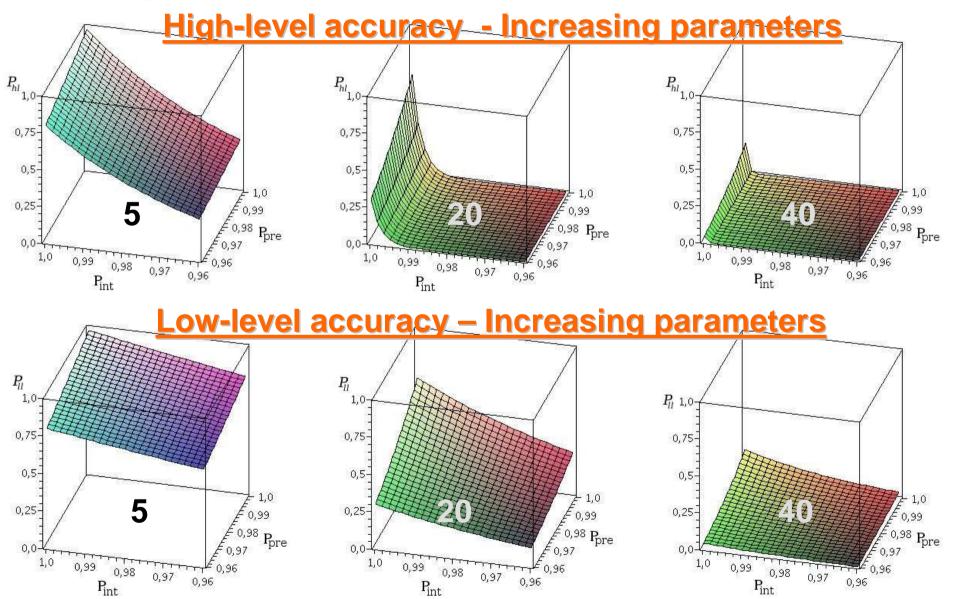
**Study: When to utilise which prediction scheme** 



Parameters:	
k: # of input time intervals	= 5
m: context sources per interval	= 5
o: high-level contexts per interval	= 5
Pacq: Probability: No acquisition error	= 0.99
P <sub>pre</sub> :Probability: No prediction error	= 0.9
P <sub>int</sub> : Probability: No interpretation er	= 0.9







#### **Conclusion – Context abstraction levels:**

- Analyse scenario in advance to implementation
- Environmental parameters and error probabilities of context processing modules impact prediction accuracy
- Prediction accuracy differs with context abstraction level of input data.