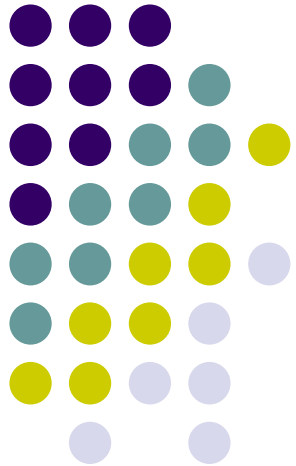
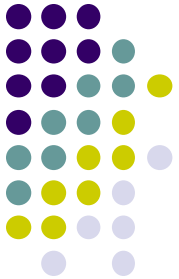
CS 4518 Mobile and Ubiquitous Computing

Lecture 15: Final Project Slides/Paper, Other Ubicomp Android APIs

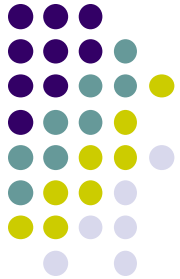
Emmanuel Agu



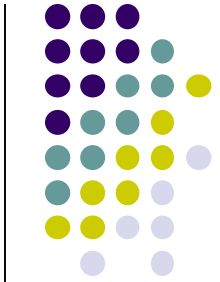


The Rest of the Class

The Rest of this class



- **Part 1: Course and Android Introduction**
  - Introduce mobile computing, ubiquitous Computing, Android,
  - Basics of Android programming, UI, Android Lifecycle
- **Part 2: Mobile and ubicomp Android programming**
  - mobile Android components (location, Google Places, maps, geofencing)
  - Ubicomp Android components (camera, face detection, activity recognition, etc)
- **Part 3: Mobile Computing/Ubicomp Research**
  - Machine learning (classification) in ubicomp
  - Ubicomp research (smartphone sensing examples, human mood detection, etc) using machine learning
  - Mobile computing research (app usage studies, energy consumption, etc)



Final Project Submissions

Final Project Submissions

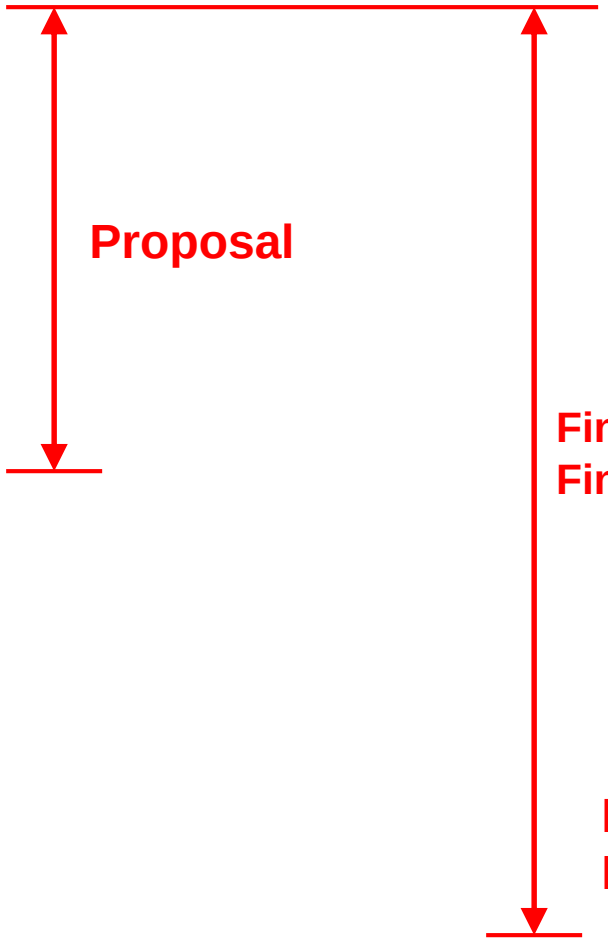
- Still need to:
  - Give final **10-minute presentation** on your final app
  - Submit **final paper** describing your app
- Fully described on the final project website:
  - http://web.cs.wpi.edu/~emmanuel/courses/cs4518/C17/projects/final_project/

- Today: Just give a bit more detail, answer questions

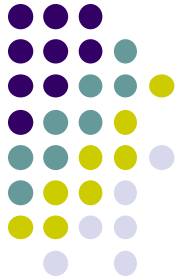
Final Talk & Final Paper: Same Content

- Introduction
- Related Work
- Approach/methodology
- Implementation
- **Project timeline**

- Evaluation/Results
- Discussion
- Conclusion
- Future Work

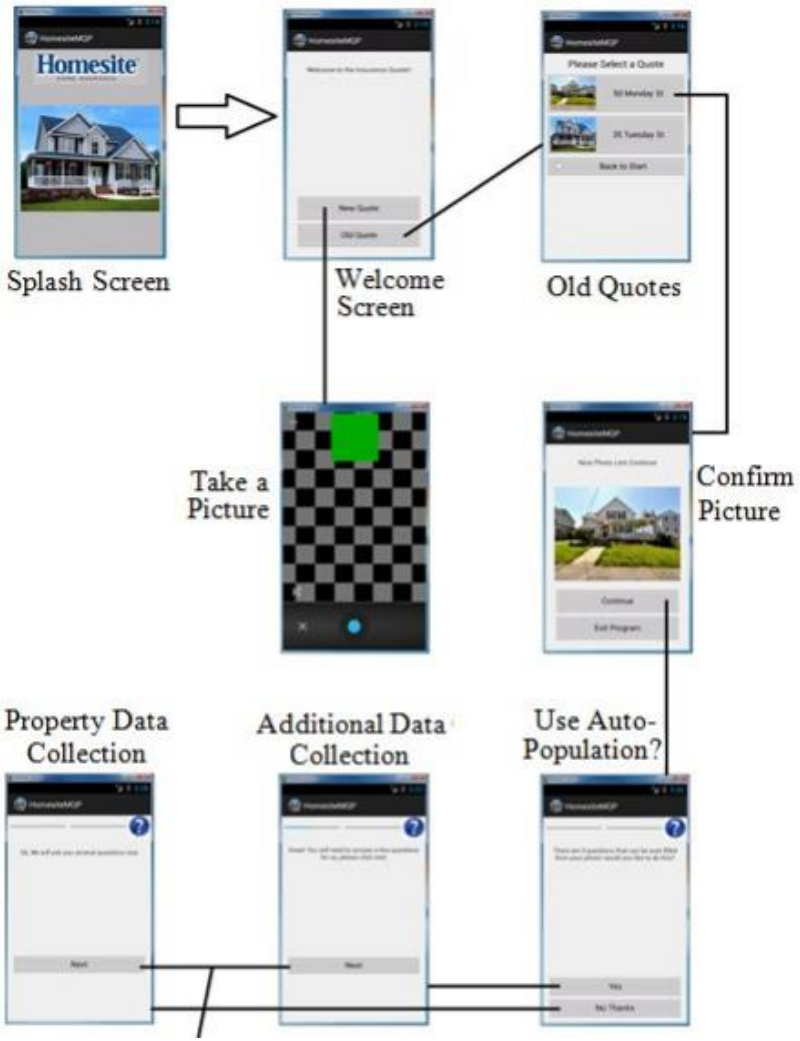


Final Talk & Final Paper



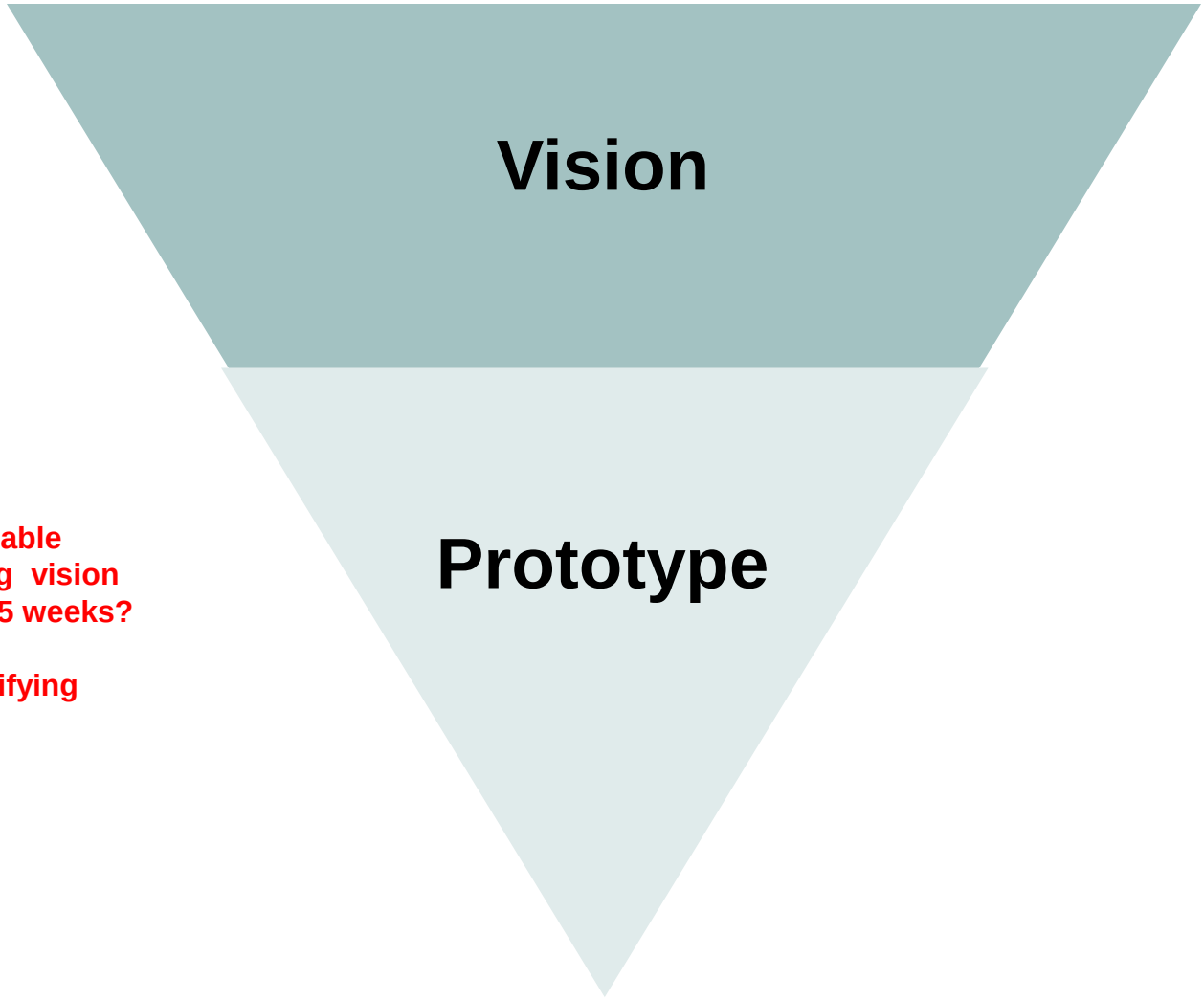
- **Final talk:** Mar 2 or 3 (7/8 groups each day)
- **Submit:** talk slides + final paper (Written 5 pages max Word + PDF file): due Mar 3, 11.59PM!!
- Details
  - **Introduction**
    - List team members
    - State problem app you solved + social benefit, target community
    - Why is problem important?
    - E.g. Find statistics: How much time, money, resources is being wasted on this problem today? How many people problem affects
    - Potential gain: how will your solution save time, money, etc?
  - **Related work**
    - What other research has been done to solve this problem (academic + commercial apps)
    - How is your app/approach different? And how is it similar?

Final Talk & Final Paper



- **Methodology/App Design:**
  - Summarize how your app works
  - Illustrate using final app screens/flow:

Separate Vision and Prototype

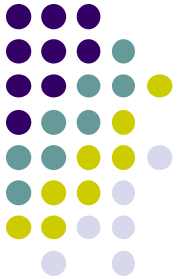


1. Big picture if funds/time not an issue (e.g. company of 200 employees over 6 years)

2. Which reasonable Subset of the big vision can you do in 2.5 weeks?

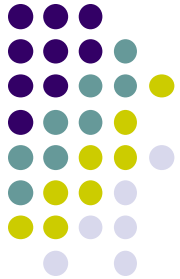
Can make simplifying assumptions

Final Talk & Final Paper



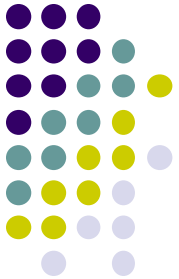
- Implementation details of your prototype:
  - E.g. Android, what modules? external tools? Packages? Etc
  - Emphasize mobile/ubicomp components used

Final Talk & Final Paper: Evaluation



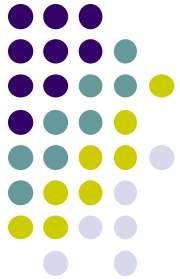
- Depends on what your project is.
- **Basic question:** How well did your solution work?
  - **App user study:** post-survey after using your app
    - Get users to use/rate your app, ask users about likes dislikes
    - Will they use your app if available?
  - **Stretch?** Measure performance. E.g. energy consumption, bandwidth consumption, etc

Final Talk & Final Paper: Recruiting Subjects For User Studies



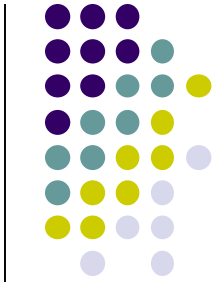
- 3Fs: Friends, Family and Fools
- Easy: Classmates (Do a trade with another group)
  - You guys evaluate our app, we'll evaluate yours
- On campus: post flyers, set up table at campus center
  - Probably overkill

Final Talk & Final Paper: Discussion, Conclusion, Future Work



- Discussion:
  - How was your app generally received? Rationalize your findings in user studies,
  - What aspects did users generally like/dislike?
  - Why you think certain features work? not work? etc

- Future work
  - Talk about features that would extend prototype in feature
  - Revisit big vision.



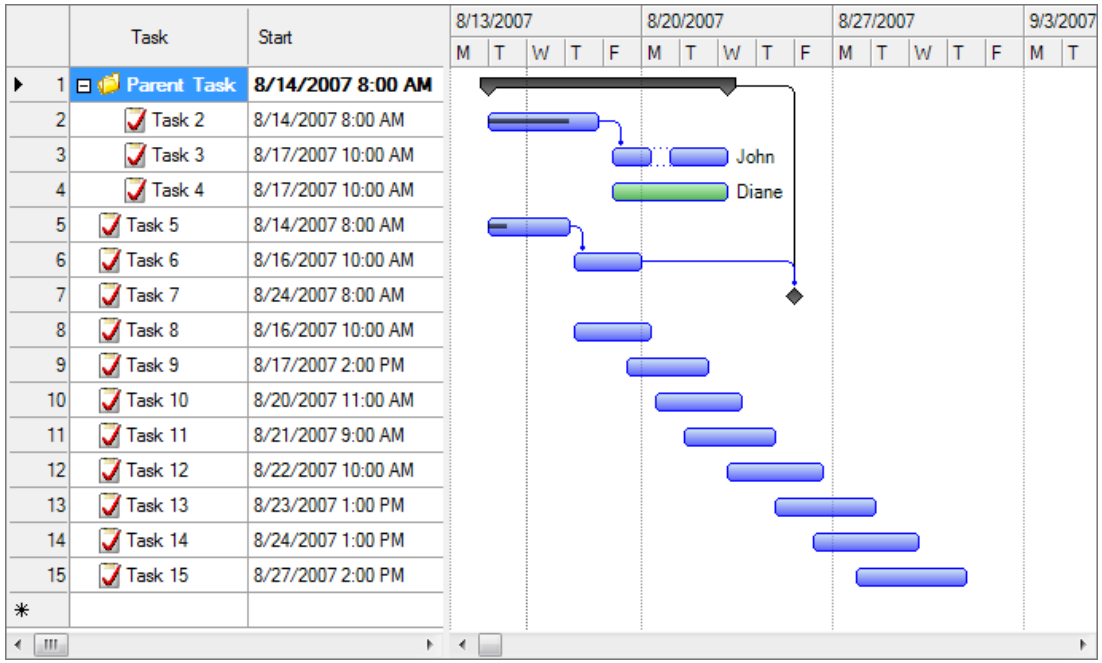
Your Team

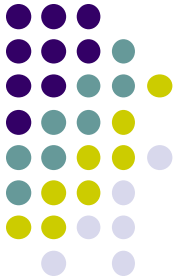
Some Team Tips

- Everyone (team members) doesn't have to do everything equally
- Team members can work on project aspects they are good at
- Example: Who is good at:
  - Android UI design (Android Studio design view, XML file, widgets, nice look)
  - Android programming (database, sensors, maps, backend)
  - Experimental evaluation/user studies
  - Machine learning
  - Writing, making presentations

Some Team Tips

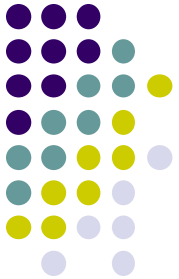
- Team should have an honest conversation
- Decide who is good at what aspects, do it!
- Consider team online management tools (trello.com, gantt charts, etc)
- Assign tasks, mini-deadlines (every few days)
- Integrate features every few days => new version
- **Mantra:** Always have a working prototype, improve





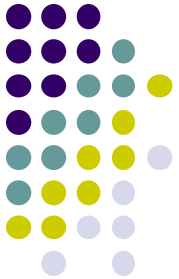
Project Resources

Resources



- I have set up a links page for mobile and ubicomp projects

http://web.cs.wpi.edu/~emmanuel/courses/ubicomp_projects_links.html

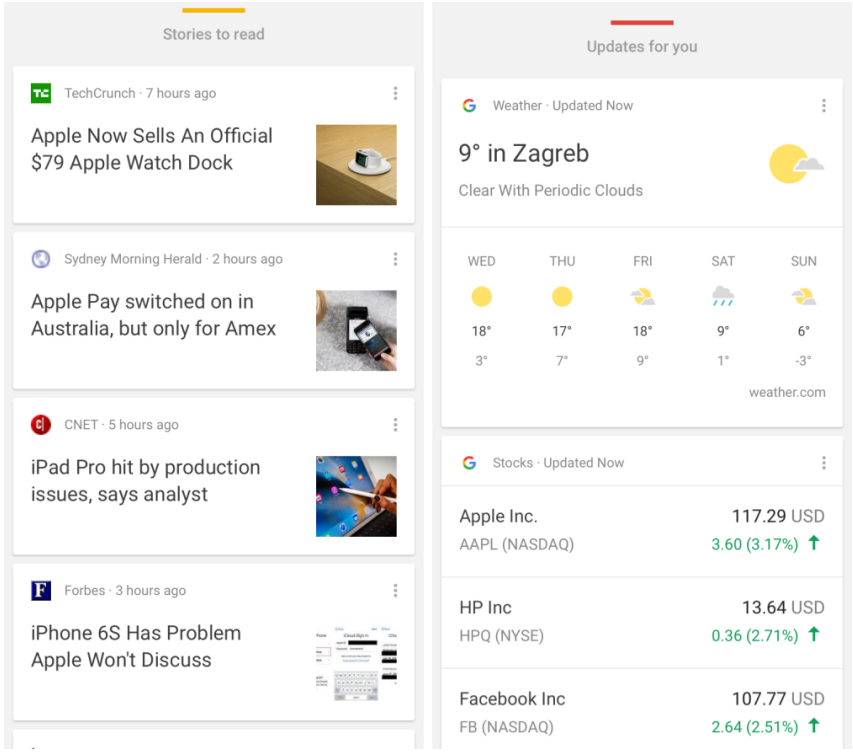


What other Android APIs may be useful for ubicomp?

Google Now

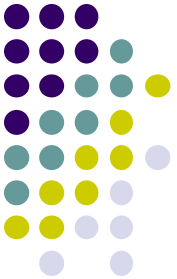
- Intelligent assistant, gives
  - Recommendations (travel time, traffic, etc)
  - Information (e.g. scores from favorite spots teams)
- Works by recognizing repeated user actions on device (common locations, repeated calendar appointments, search queries, etc)
- Displays info as Information “Cards”

- **In future:** Can retrieve, use information on Google Now cards



Information on Google Now Cards

https://en.wikipedia.org/wiki/Google_Now

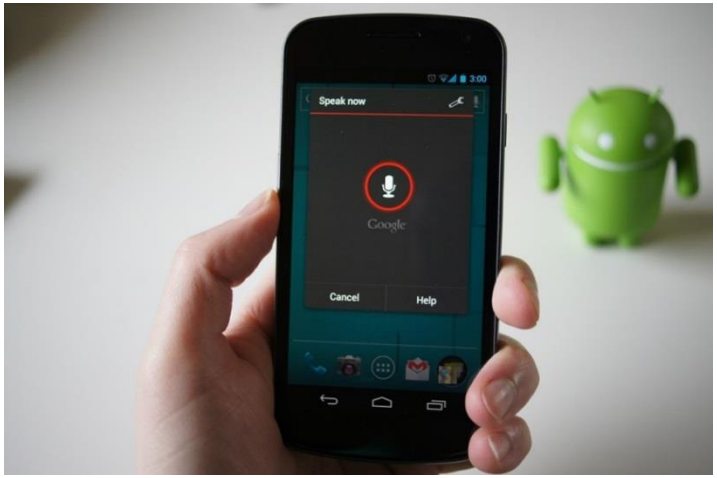


- Activity summary (walking/cycling)
- Birthday
- Boarding pass
- Concerts
- Currency
- Developing story and breaking news
- Events
- Event reminders
- Flights
- Friends' birthdays
- Hotels
- Location reminders
- Movies
- Nearby attractions
- Nearby events
- Nearby photo spots
- New albums/books/video games/TV episodes
- News topic
- Next appointment
- Packages
- Parking location
- Places
- Product listing
- Public alerts
- Public transit
- Research topic
- Restaurant reservations
- Sports
- Stocks
- Time to home
- Time reminders
- Traffic and transit
- Translation
- Weather
- Website update
- What to watch

Speaking to Android

http://developer.android.com/reference/android/speech/SpeechRecognizer.html
https://developers.google.com/voice-actions/

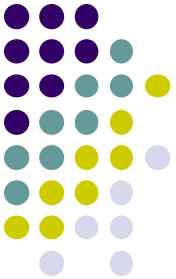
- **Speech recognition:**
  - Accept inputs as speech (instead of typing) e.g. dragon dictate app?
  - Note: Requires internet access
- **Speech-to-text**
  - Convert user's speech to text. E.g. display voicemails in text
- **Voice Actions:** Voice commands to smartphone (e.g. search for, order pizza)



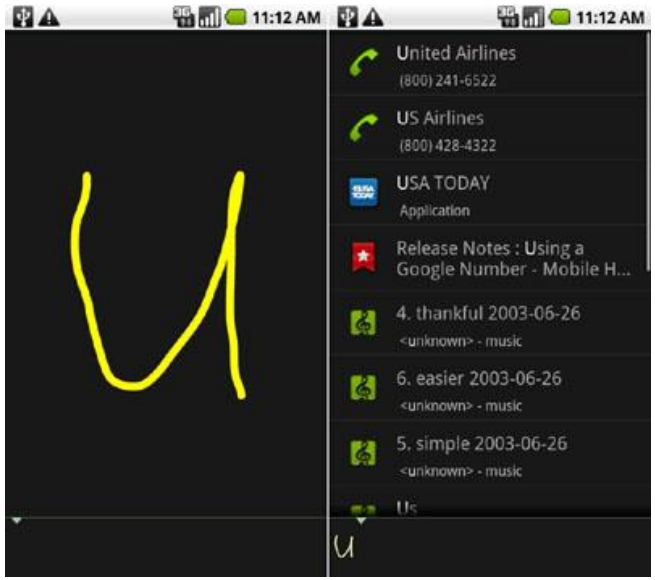
Speech to text

Gestures

https://developer.android.com/training/gestures/index.html
http://www.computerworld.com/article/2469024/web-apps/android-gestures--3-cool-ways-to-control-your-phone.html

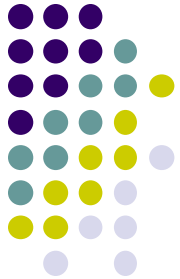


- **Gesture:** Hand-drawn shape on the screen
- Example uses:
  - Search your phone, contacts, etc by handwriting onto screen
  - Speed dial by handwriting first letters of contact's name
  - Multi-touch, pinching



More MediaPlayer & RenderScript

http://developer.android.com/guide/topics/renderscript/compute.html

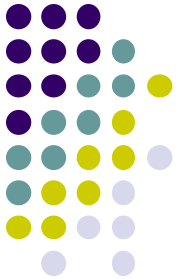


- Media Player can also **record** audio and video
  - Manipulate raw audio from microphone/audio hardware, PCM buffers
    - E.g. if you want to do audio signal processing, speaker recognition, etc
    - **Example:** process user's speech, detect emotion, nervousness?

- **RenderScript**
  - High level language for GPGPU
  - Use Phone's GPU for computational tasks
  - Very few lines of code = run GPU code
  - Useful for heavy duty tasks. E.g. image, video processing

Wireless Communication

http://developer.android.com/guide/topics/connectivity/bluetooth.html
http://developer.android.com/reference/android/net/wifi/package-summary.html



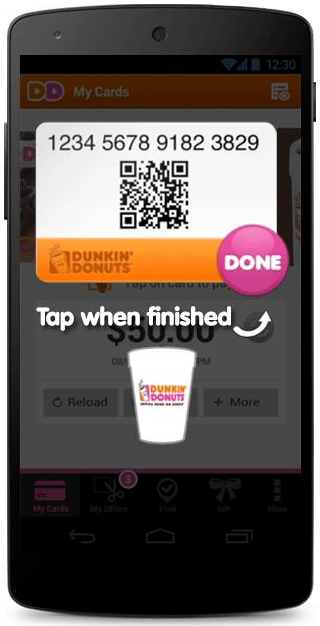
- Bluetooth
  - Discover nearby bluetooth devices
  - Communicating over bluetooth

- WiFi
  - Scan for WiFi hotspots
  - Monitor WiFi connectivity, Signal Strength (RSSI)
  - Do peer-to-peer (mobile device to mobile device) data transfers

Wireless Communication

http://developer.android.com/guide/topics/connectivity/nfc/index.html

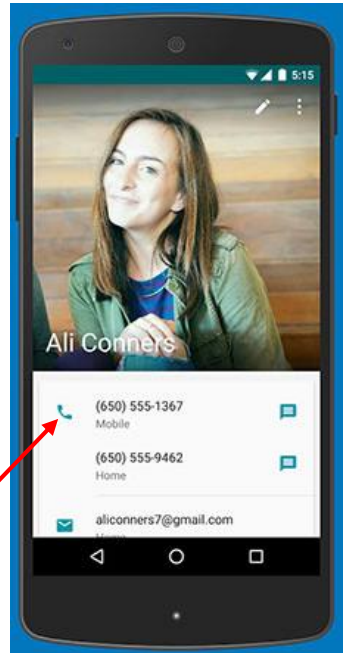
- NFC:
  - Contactless technology
  - Transfer small amounts of data over short distances
  - **Applications:** Share spotify playlists, Google wallet
  - **Google wallet?**
    - Store debit, credit card on phone
    - Pay by tapping terminal



Telephony and SMS

http://developer.android.com/reference/android/telephony/package-summary.html
http://developer.android.com/reference/android/telephony/SmsManager.html

- **Telephony:**
  - Initiate phone calls from within app
  - Access dialer, etc
- **SMS:**
  - Send/Receive SMS/MMS from app
  - Handle incoming SMS/MMS in app



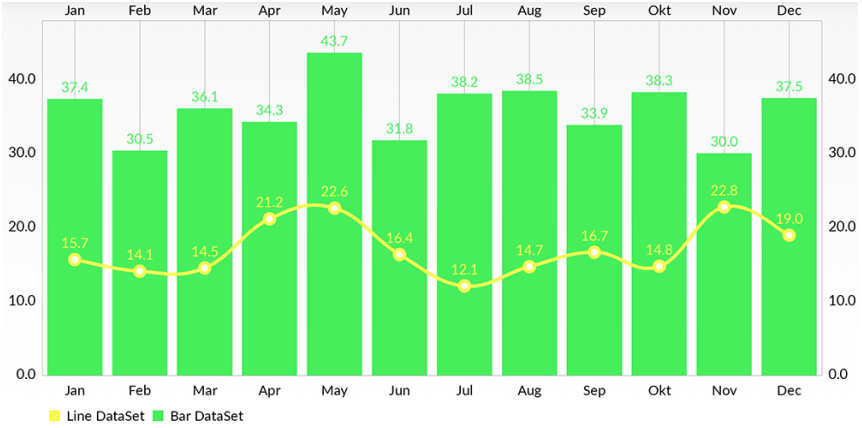
Dialer

SMS

Other 3rd Party Stuff

http://web.cs.wpi.edu/~emmanuel/courses/ubicomp_projects_links.html

- **MPAndroid:** Add charts to your app



- **Trepn:** Profile energy usage of your app

Other 3rd Party Stuff

http://web.cs.wpi.edu/~emmanuel/courses/ubicomp_projects_links.html

- **Programmable Web APIs:** 3rd party web content (e.g RESTful APIs) you can pull into your app with few lines of code
  - **Weather:** Weather channel, yahoo weather
  - **Shared interests:** Pinterest
  - **Events:** Evently, Eventful, Events.com
  - **Photos:** flickr, Tumblr
  - **Videos:** Youtube
  - **Traffic info:** Mapquest traffic, Yahoo traffic

- **E.g. National Geographic:** picture of the day