

Cloud Networked Robotics and Acceleration Based Sensing

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Dec. 11, 2012

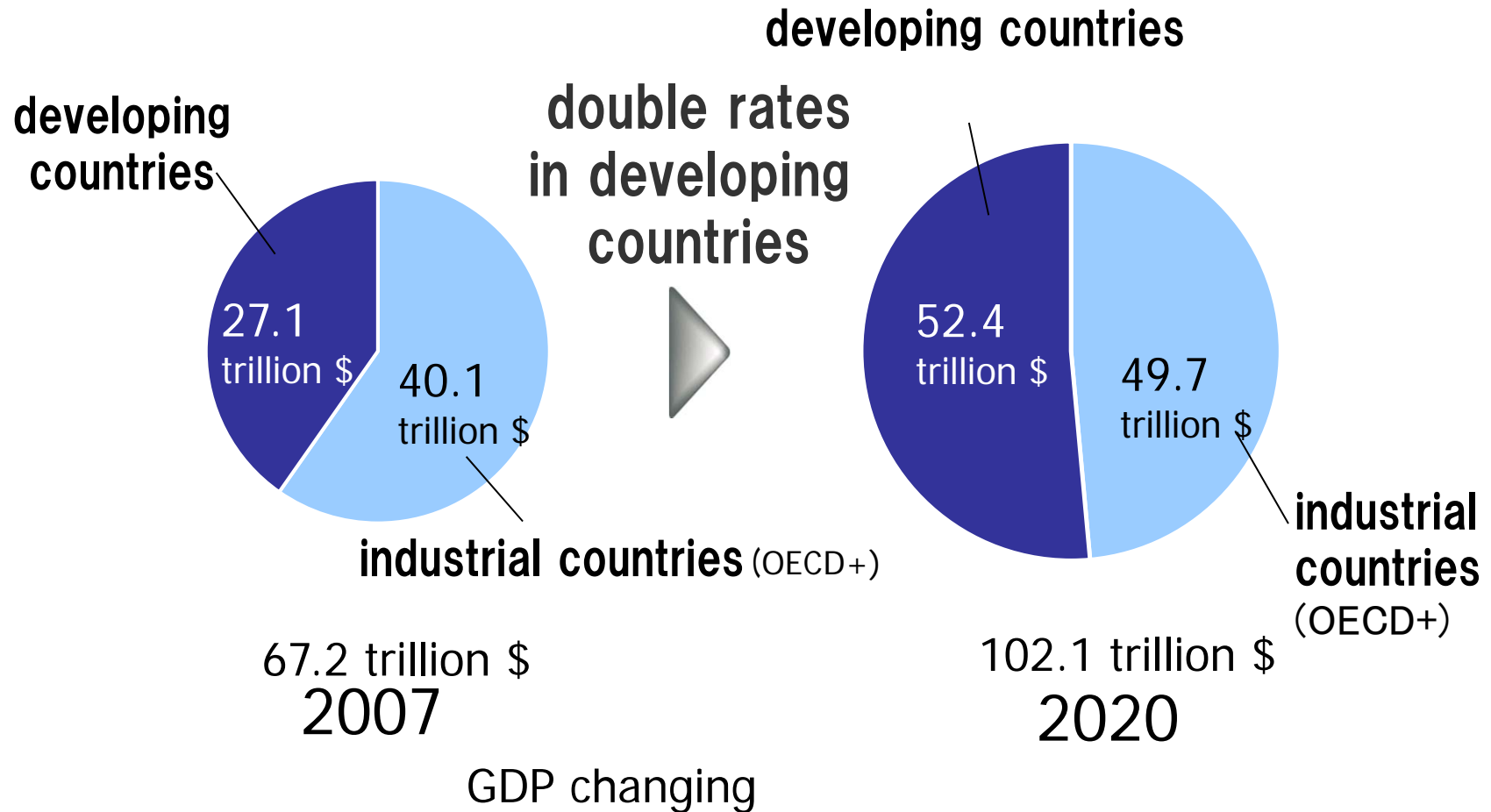


東芝グループは、持続可能な
地球の未来に貢献します。

Mega Trends

Economic developing center shifting to developing countries

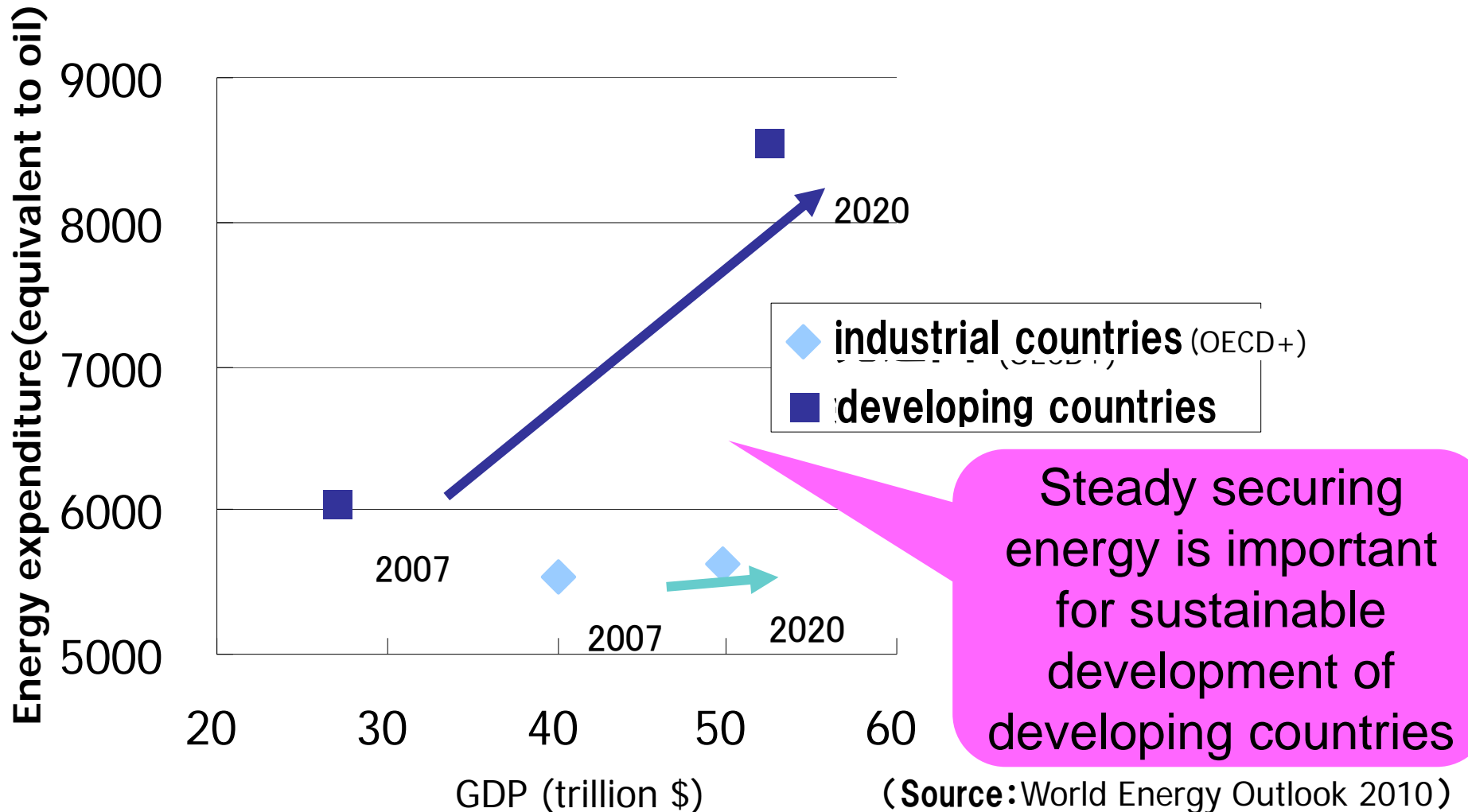
Market center shifting to developing countries



(source:World Energy Outlook 2010)

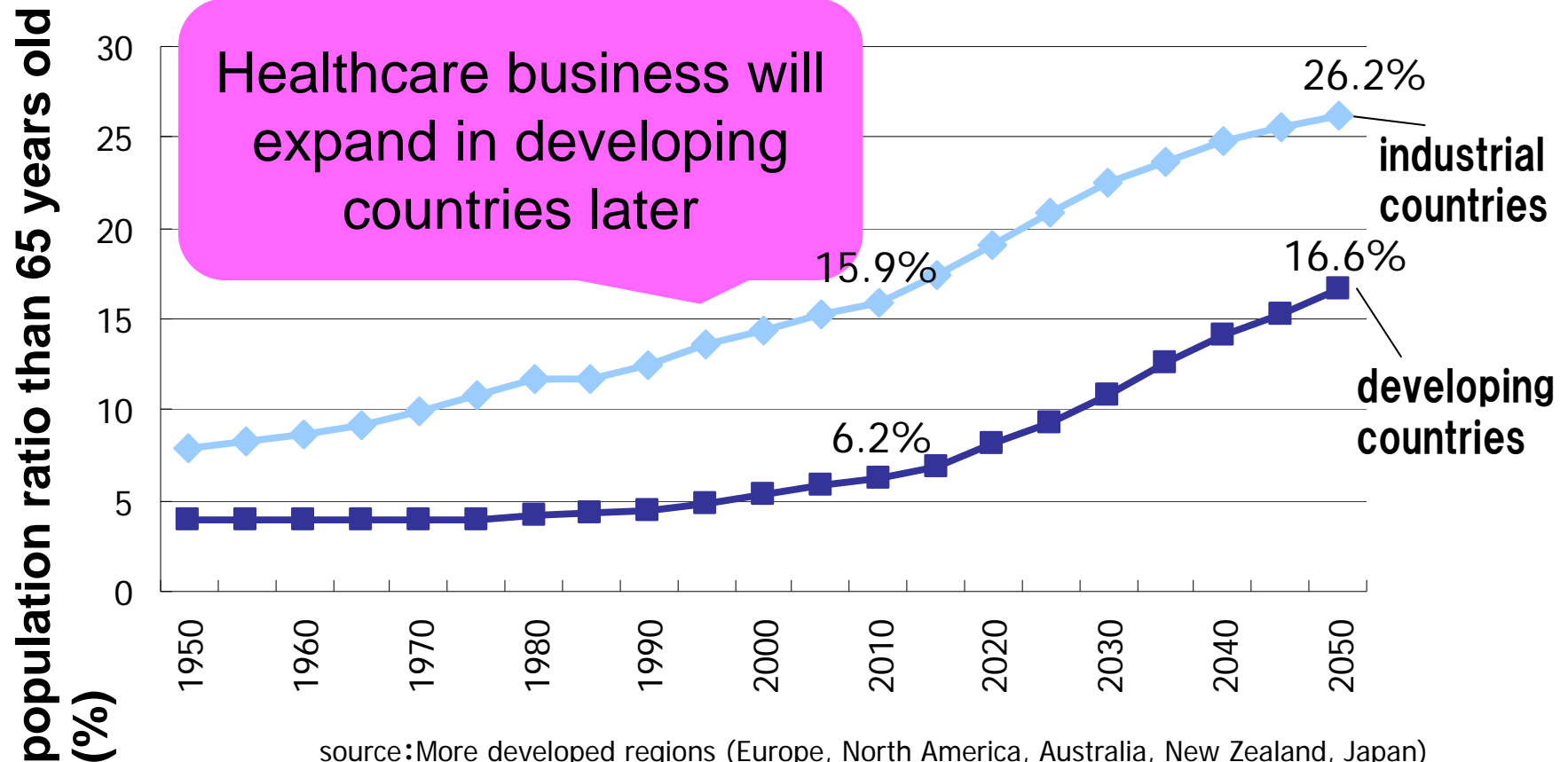
Energy expenditure center shifting to developing countries

Sharply-rising energy expenditure in developing countries



Dwindling birthrate and an aging population in industrial countries

Developing countries follow 30 or 40 years behind in industrial countries



source: More developed regions (Europe, North America, Australia, New Zealand, Japan)
: Less developed regions, excluding least developed 49 countries

(Source: United Nation World Population Prospect 2008)

Cloud Networked Robotics

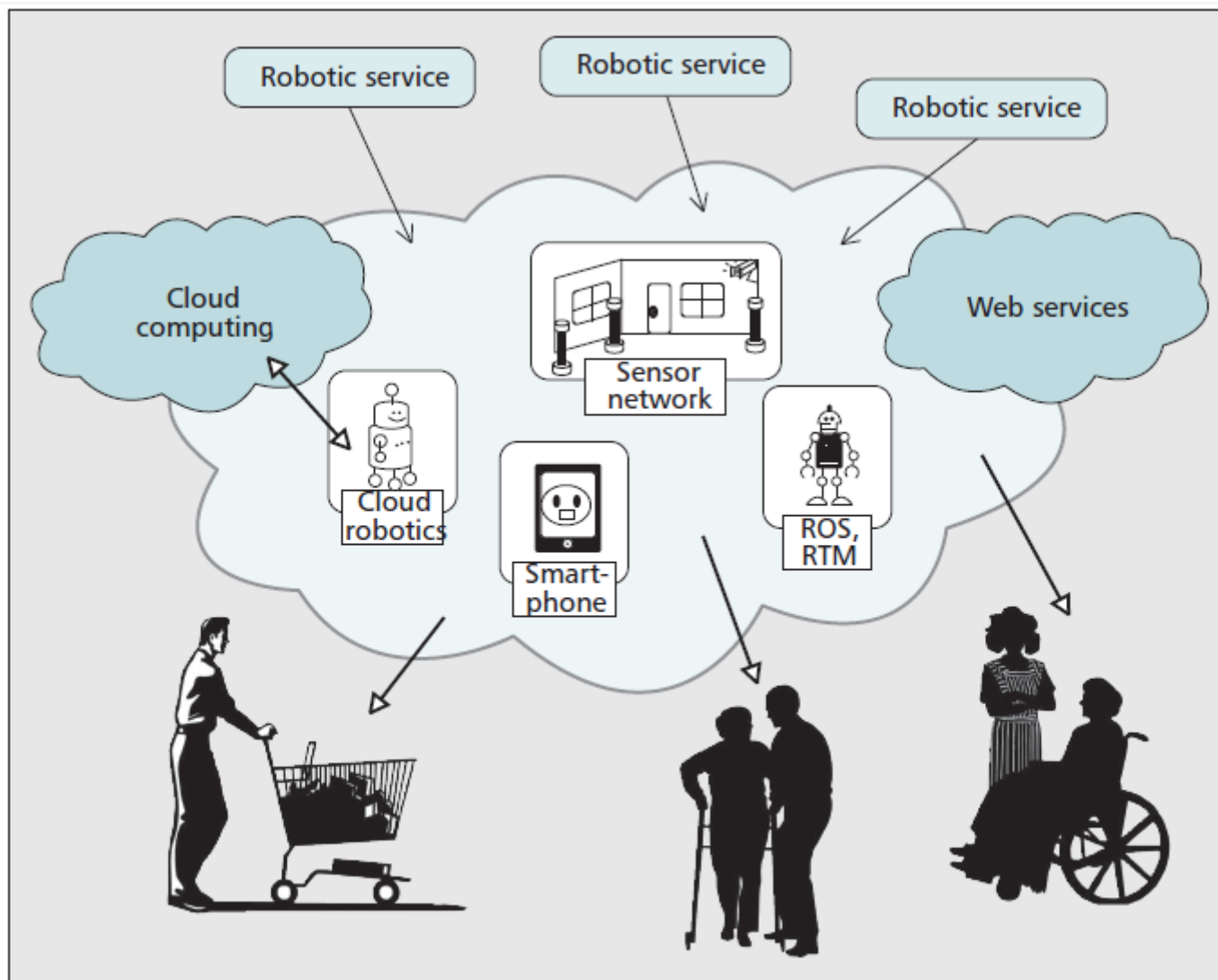


Figure 1. In Cloud Networked Robotics, a platform layer located between service applications and robotic components isolates and coordinates them to realize multi-area, multi-robot networked robotic services.

Courtesy of Dr. Kamei

IEICE Technical Committee on Cloud Networked Robotics

- Interaction between heterogeneous robots
- Interaction between human and robots
- Cloud data collaboration for networked robots

<http://www.ayu.ics.keio.ac.jp/cnr/>

IEICE Technical Committee Submission System

Conference Schedule

D: Inf. & Sys. Society |
 Cloud Network Robotics (CNR) |
 Latest |
 [\[Japanese\]](#) / [\[English\]](#)

--- ALL Places --- |
 (Committee/Place/Topics) --Press->

(Paper Keywords:

 / Column:
 Title
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 Affi.
 Abst.
 Keyword
) --Press->

Technical Committee on Cloud Network Robotics (CNR) (2012 -)

Chair: Yuichiro Anzai (Keio Univ.) Vice Chair: Norihiro Hagita (ATR), Miwako Doi (Toshiba)
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Schedule (Sort by: [Date Descending](#))

Results 1 - 4 of 4 / Sort by: [Date Descending](#) / 20 Results

Date	Place	Topics	Joint	Deadline	Select Menu
Mon, Feb 18, 2013	Kikai-Shinko-Kaikan Bldg	Cloud Network Robot Service, etc		[Mon, Dec 10]	<ul style="list-style-type: none"> • Detailed Info. (Japanese) • Regist. Closed
Fri, Dec 7, 2012	Tsukuba Univ.			[Wed, Oct 24]	<ul style="list-style-type: none"> • Detailed Info. (Japanese) • Regist. Closed • Adv. Program
Thu, Oct 11, 2012 - Fri, Oct 12	OIST (Okinawa)			[unfixed]	<ul style="list-style-type: none"> • Detailed Info. (Japanese) • Regist. Closed • Adv. Program
Mon, Jun 25, 2012	Keio Univ. (Hiyoshi)	Cloud Network Robot on a Living Environment, etc.		[Tue, Apr 10]	<ul style="list-style-type: none"> • Detailed Info. (Japanese) • Regist. Closed • Adv. Program

Brains on Clouds

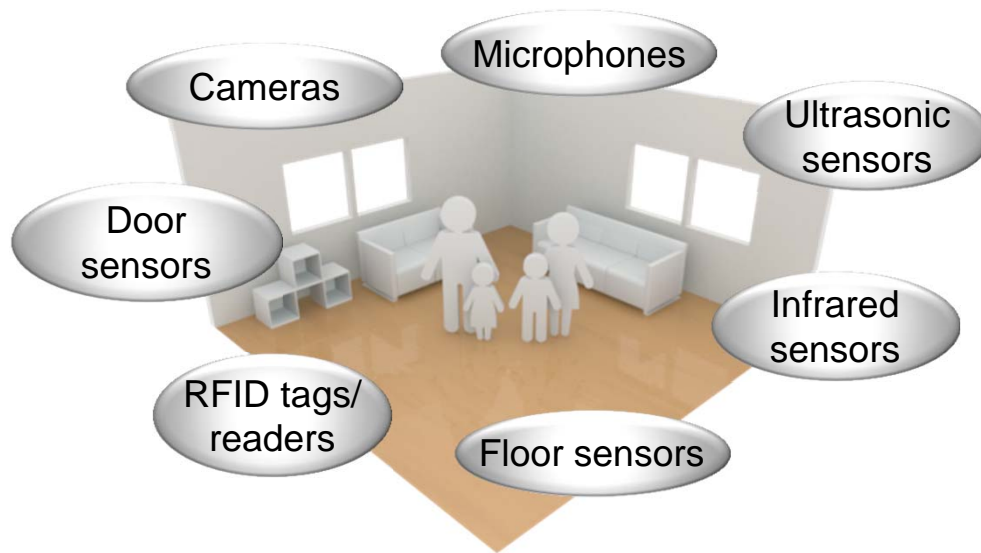
- Cleverbot <http://www.cleverbot.com/>
- Siri (Speech Interpretation and Recognition Interface)
- しゃべってコンシェルShabette_concier
http://www.nttdocomo.co.jp/service/information/shabette_concier/
- Animetrics
<http://animetrics.com/cloud-face-recognition-services/>
-
-

Elements of Cloud Networked Robotics

- **Data sensing**
- **Recognition**
- **Data mining**
- **Visualization and feedback**
- **Modeling**
- **Simulation**
- **Prediction**
- **Control**
- **Actuation**
- **Utilization**
- **Harmonization with human and robots**

Acceleration Based Sensing

Related Works on Activity Recognition (1)

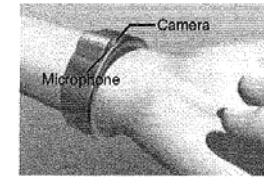
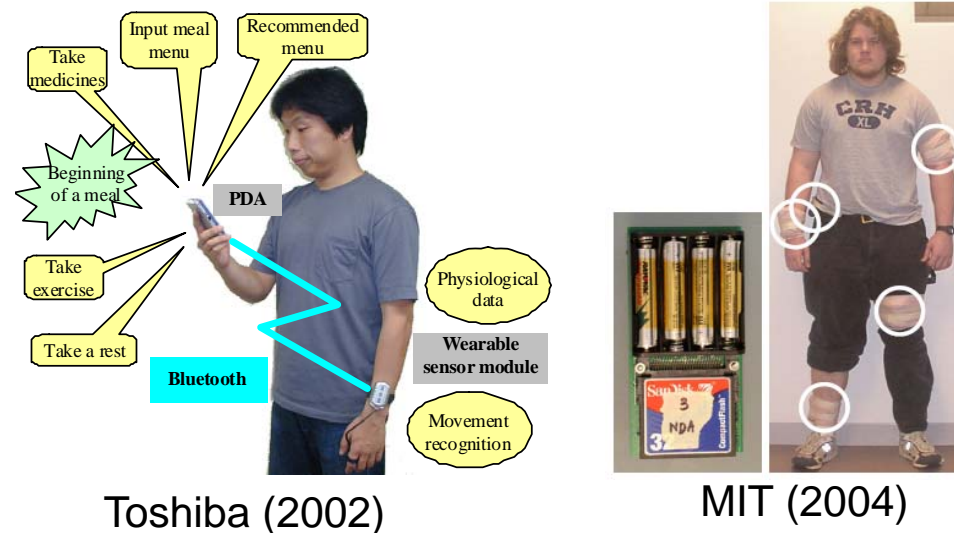


- Aware Home
Georgia Tech. (1999)
- EasyLiving Project
Microsoft Research (2000)
- YUKARI Project
NiCT (2004)
- Sensing Room
Univ. of Tokyo (2004)

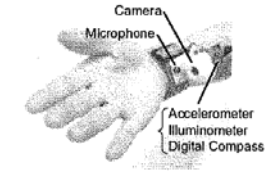
Many sensors need to be installed in the environment.

→ too costly to implement

Related Works on Activity Recognition (2)



(a)



(b)

Fig. 1. (a) Conceptual image of wristband type sensor device and (b) prototype device

NTT (2010)

Various living activities have become recognizable by wearing sensors.

→ Impracticable to continuously wear many accelerometers in daily life to use a special device from the viewpoint of the cost

Mobile phones / Smartphones

- are widely used.
- are always located close to users.
- are equipped with sensors such as an accelerometer and a GPS.

Problems for Activity Recognition @ Smartphone

- **Problem 1: Focusing only outdoor migration activities**

(Related works)



(a) A three-axis accelerometer mounted on a cell phone



(b) Gait analysis browsing by Java applications

NTT DoCoMo (2006)

表 9 : 积迎の推定性能[%]

	走	歩	転	電	バ	車	止
走	99.9	0.1	0.0	0.0	0.0	0.0	0.0
歩	0.0	96.3	0.3	0.2	2.6	0.0	0.4
転	0.0	0.0	88.9	0.0	0.0	11.1	0.0
電	0.0	0.0	0.0	84.6	6.0	0.0	9.4
バ	0.0	0.0	0.0	2.1	97.9	0.0	0.0
車	0.0	0.0	0.0	0.0	0.0	92.4	7.6
止	0.0	0.0	0.0	0.0	0.0	6.1	93.8

KDDI (2008)

- It was difficult to recognize various indoor activities.

Objective 1:

Recognizing various indoor activities (ADL and IADL)

- **Problem 2: Power consumption**

Objective 2:

Developing a low power consumption algorithm

Indoor Activity Recognition @ Smartphone

Recognizing various indoor activities (ADL and IADL)

- **Using not only an accelerometer but also a microphone**
 - Hybrid activity recognition focused on the sound



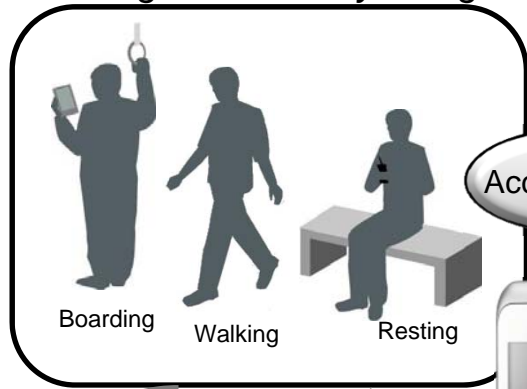
Developing a low power consumption algorithm

- **Rough classification of movement by acceleration**
 - “Walking,” “Quiet,” and “Performing a living activity”
- **Classification of the nature of the task by sound**

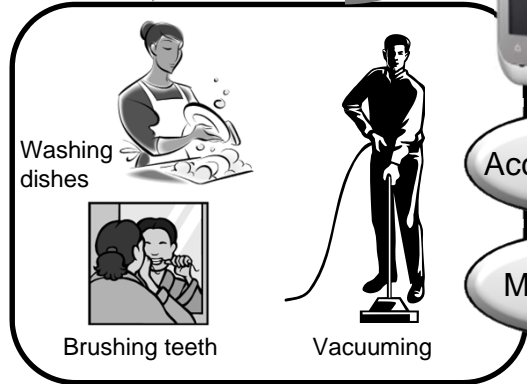
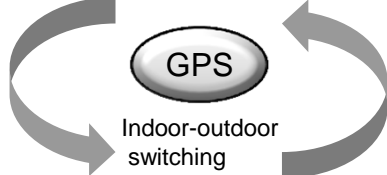
Data	Resolution, Sampling Frequency	Data size per 1 sec. (Bytes)
3-axis acceleration	10bit, 20Hz	75
Sound	16bit, 16kHz	32,000

Indoor-Outdoor Activity Recognition @ Smartphone

Outdoor migration activity recognition



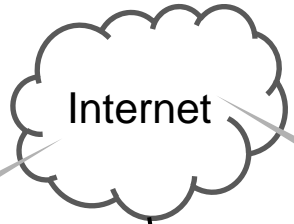
Accelerometer



Accelerometer

Microphone

Indoor living activity recognition



3G

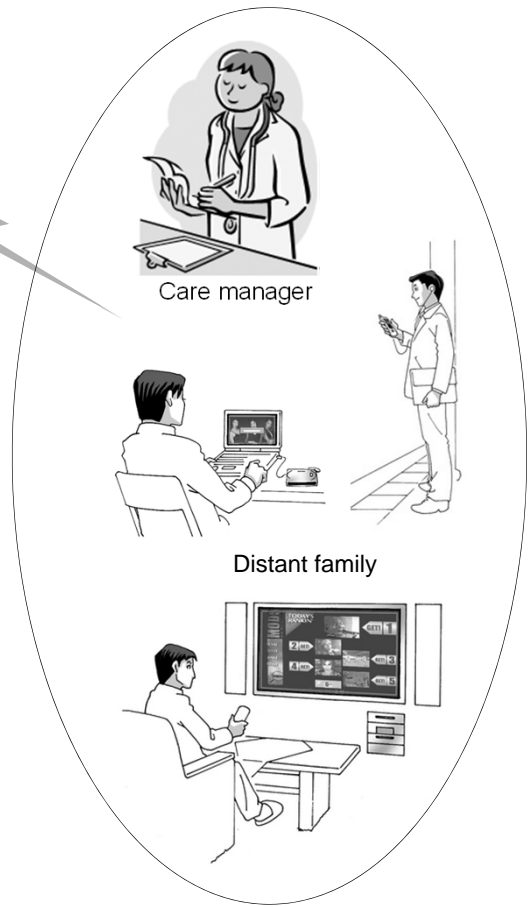


Bluetooth™



Personal lifelog

Browsing of the log (watching over)



Indoor-Outdoor Activity Recognition by a Smartphone

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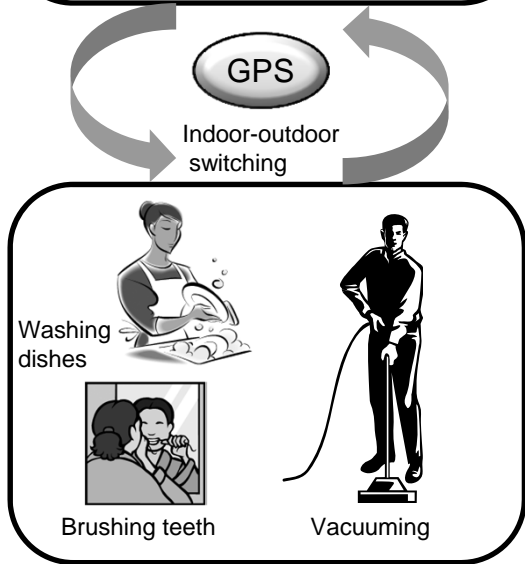
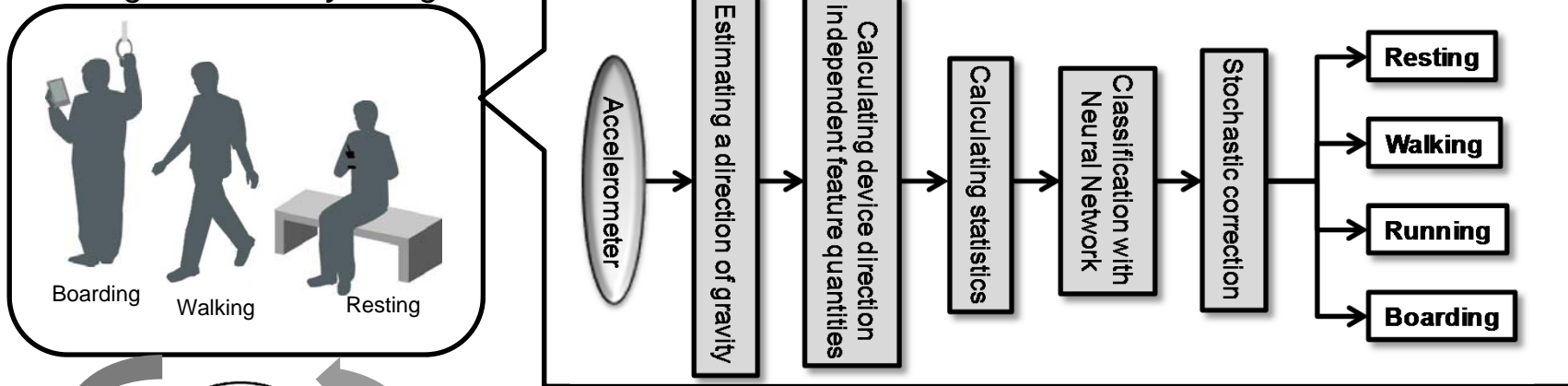


Features

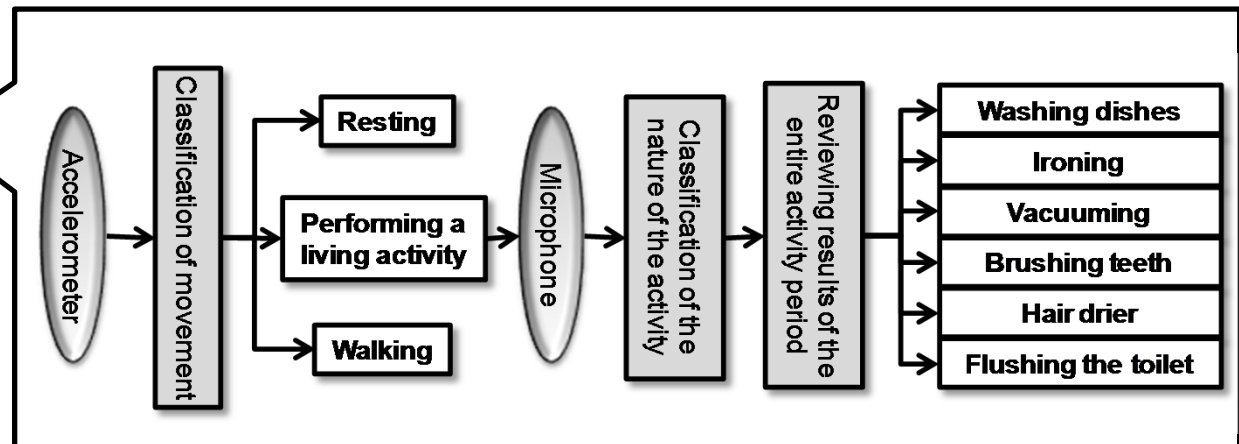
- **Recognizing various indoor-outdoor activities in real time by using a commonly-used smartphone**
 - Sensors
 - 3-axis accelerometer, microphone, GPS
 - Combined an indoor living activity recognition engine and an outdoor migration activity recognition engine
- **By switching between the 2 engines depending on an acquisition condition of GPS satellites**
 - Enables users to continuously recognize indoor-outdoor activities
- **A transmitting function to a cloud server or an external terminal via 3G networks or Bluetooth™**
 - In anticipation of various practical services

Processing Flow

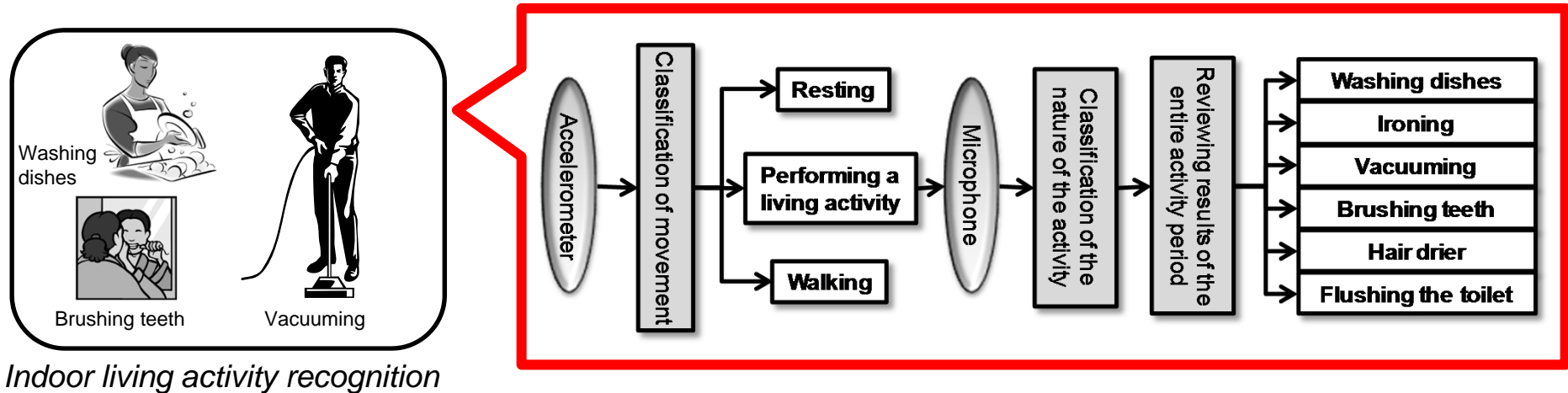
Outdoor migration activity recognition



Indoor living activity recognition



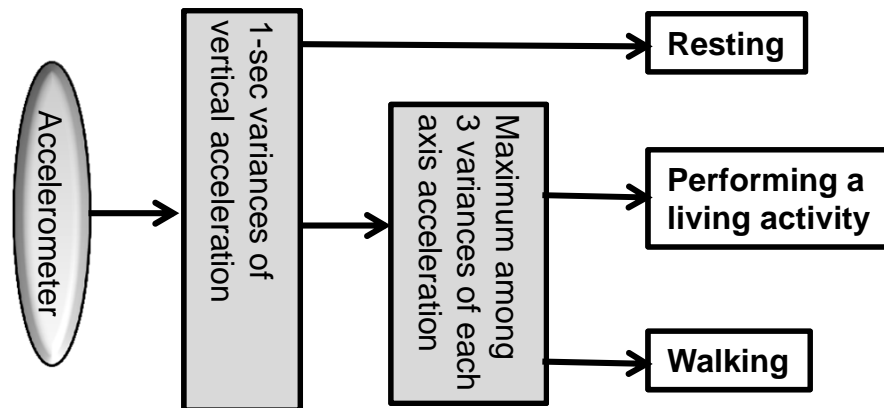
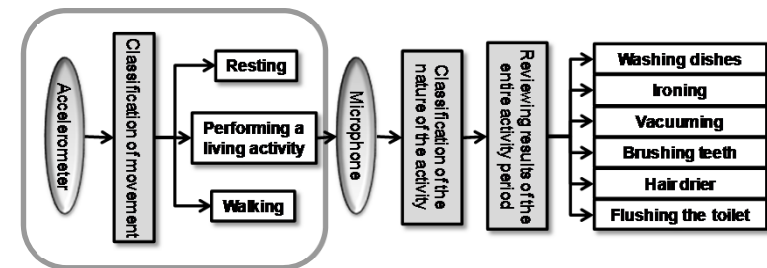
Indoor Living Activity Recognition Engine



1. Roughly classifies the user's movement into "Resting," "Walking," and "Performing a living activity"
2. When it classifies "Performing a living activity," it activates the microphone to recognize various living activities.

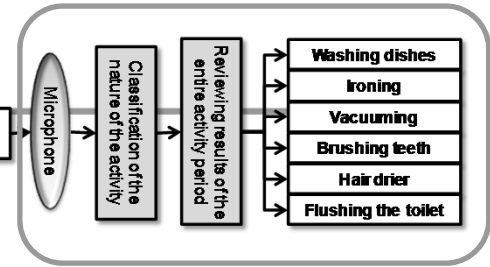
Movement Classification by Acceleration

- **Low throughput algorithm**
 - 10bit, 20Hz sampling
 - Using variances of 1-sec data series

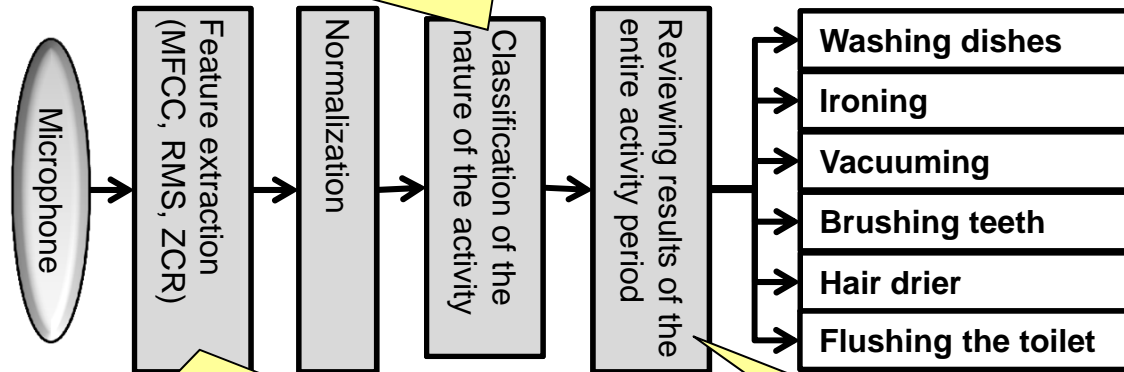


Activity Classification by Sound

- Train each target activity beforehand (**10 seconds**)
- Classifier: SVM (Support Vector Machine)



•Classifying every 1 second

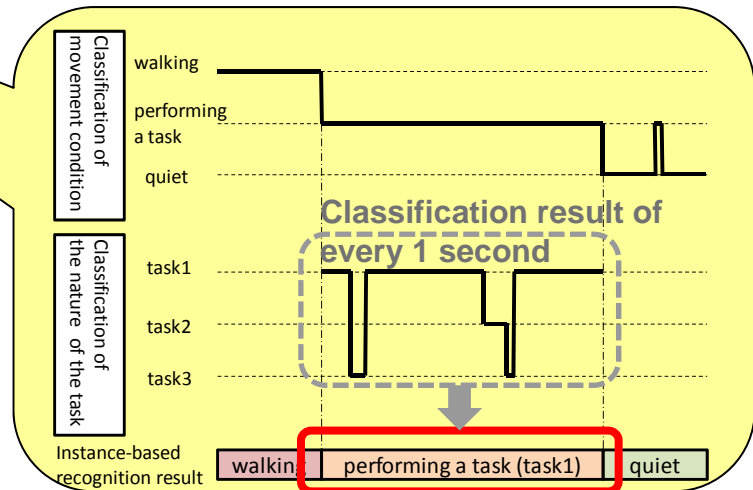


- MFCC (Mel Frequency Cepstral Coefficients)
- RMS (Root Mean Square)
- ZCR (Zero-Crossing Rate)

$$a_{rms} = \sqrt{\frac{1}{N} \sum_{i=1}^N a_i^2}$$

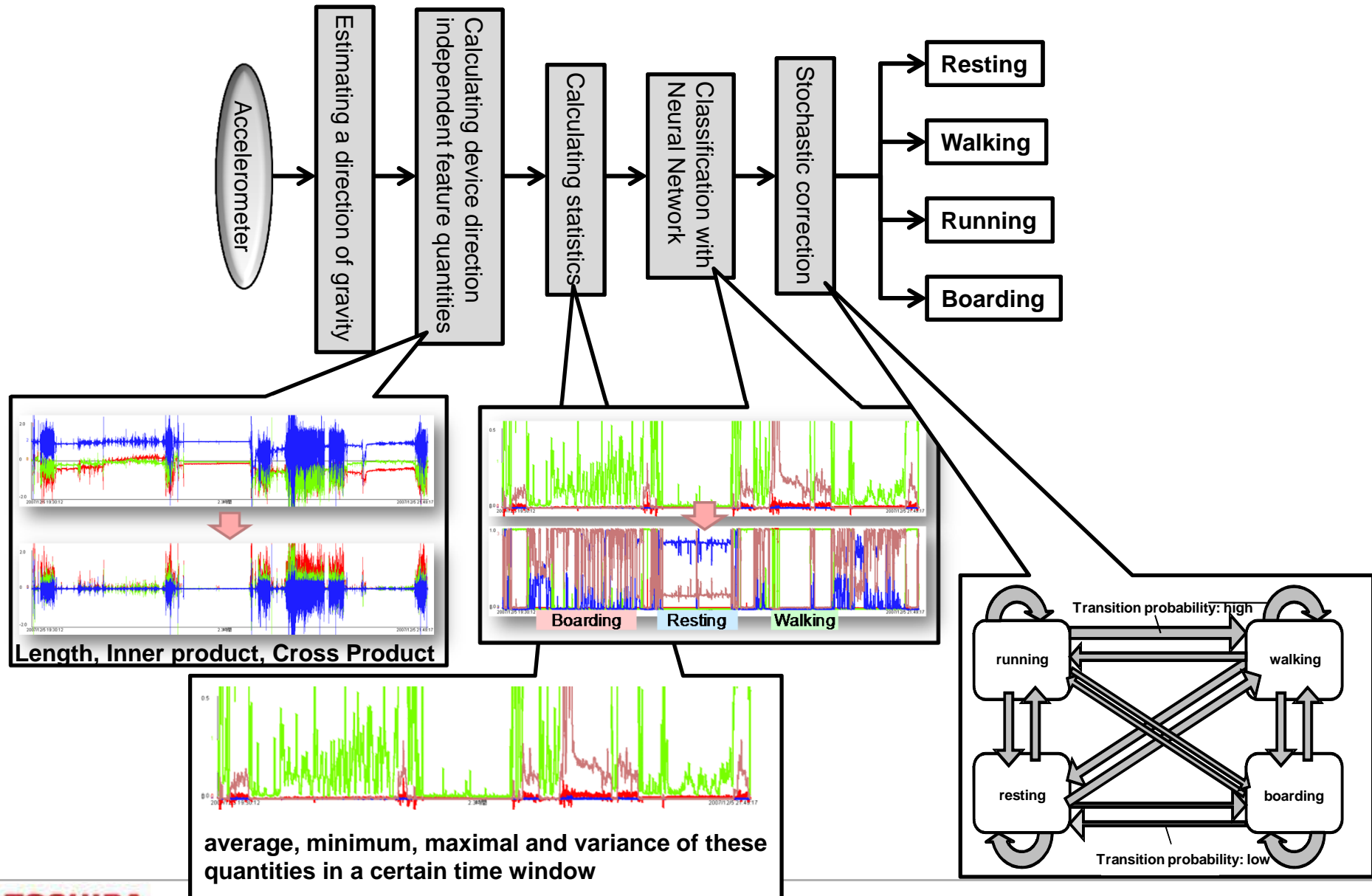
$$a_{zcr} = \frac{1}{N-1} \sum_{i=2}^N F\{a_i a_{i-1} < 0\}$$

- 16bit, 16kHz sampling
- Calculating averages of each feature every 1 second



Additional recognition result by majority voting

Outdoor Migration Activity Recognition Engine



Evaluation Experiment

- **Indoor Living Activity Recognition**

- **21 subjects**

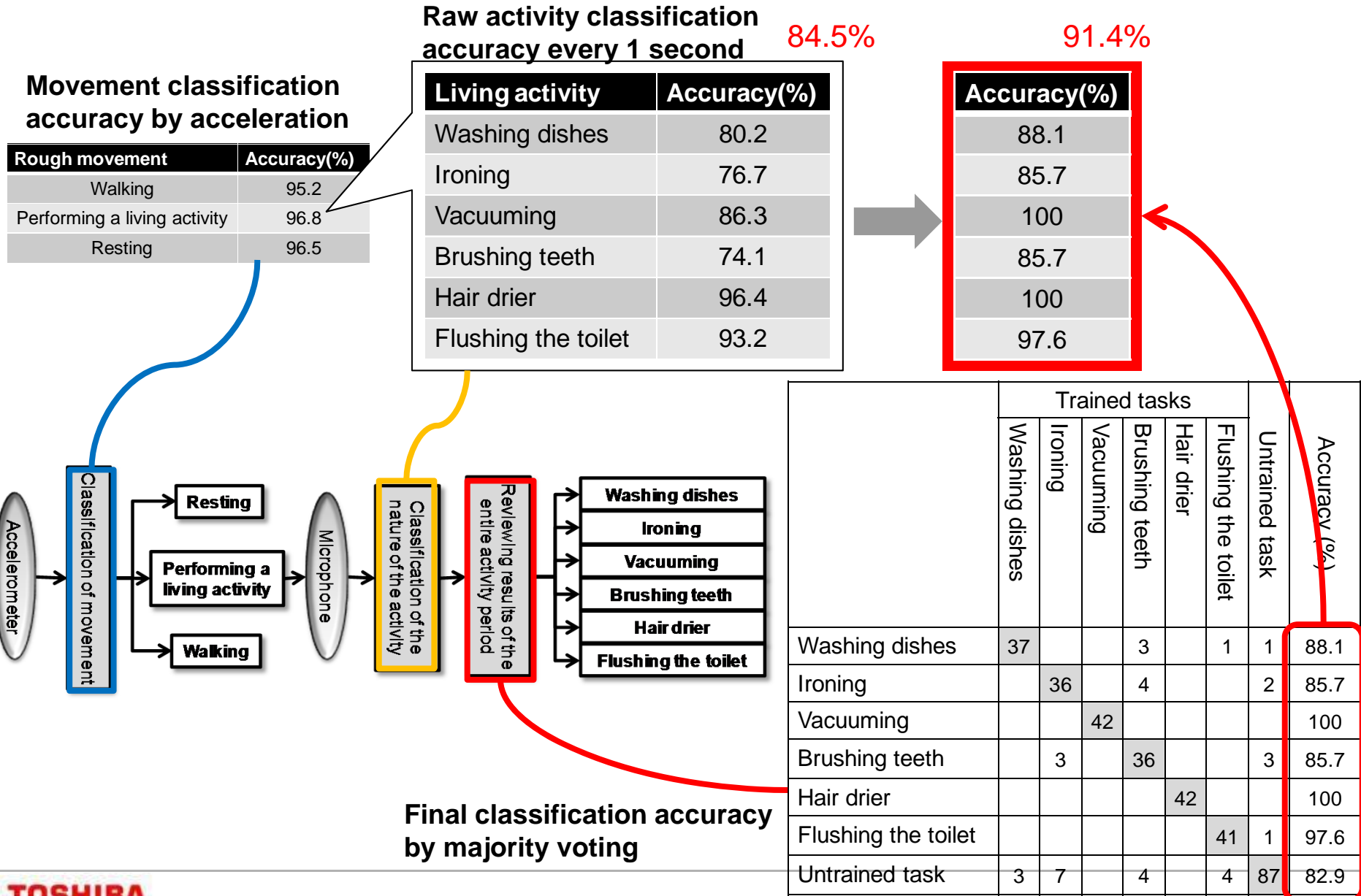
- 6 men and 6 women in their 60s
 - 5 men and 4 women in their 20s to 40s
- @ a mock living room



- **Target living activities**

- “Washing dishes,” “Ironing,” “Vacuuming,” “Brushing teeth,” “Hair drier,” and “Flushing the toilet.”
 - First, they performed each activity for 10 seconds.
 - Then, we directed them to perform all the target activities.
 - We did not direct them how to spend the intervals between the target activities.
 - An untrained task might occur during the intervals.
 - It should be considered to be an untrained task.

Indoor Living Activity Recognition Accuracy



Outdoor Migration Activity Recognition Accuracy

- **Trial subjects carry the cellular phone in daily life**
 - Number of subjects: 4 (our project members)
 - Total number of hours: 56 hours 31 minutes

Correct answer

	Running	Walking	Resting	Boarding	
Estimated result	Running	92.5	0.0	0.0	0.0
Walking	7.4	99.4	1.1	1.4	
Resting	0.0	0.1	97.5	2.6	
Boarding	0.0	0.4	1.3	95.6	
Unknown	0.1	0.1	0.1	0.3	

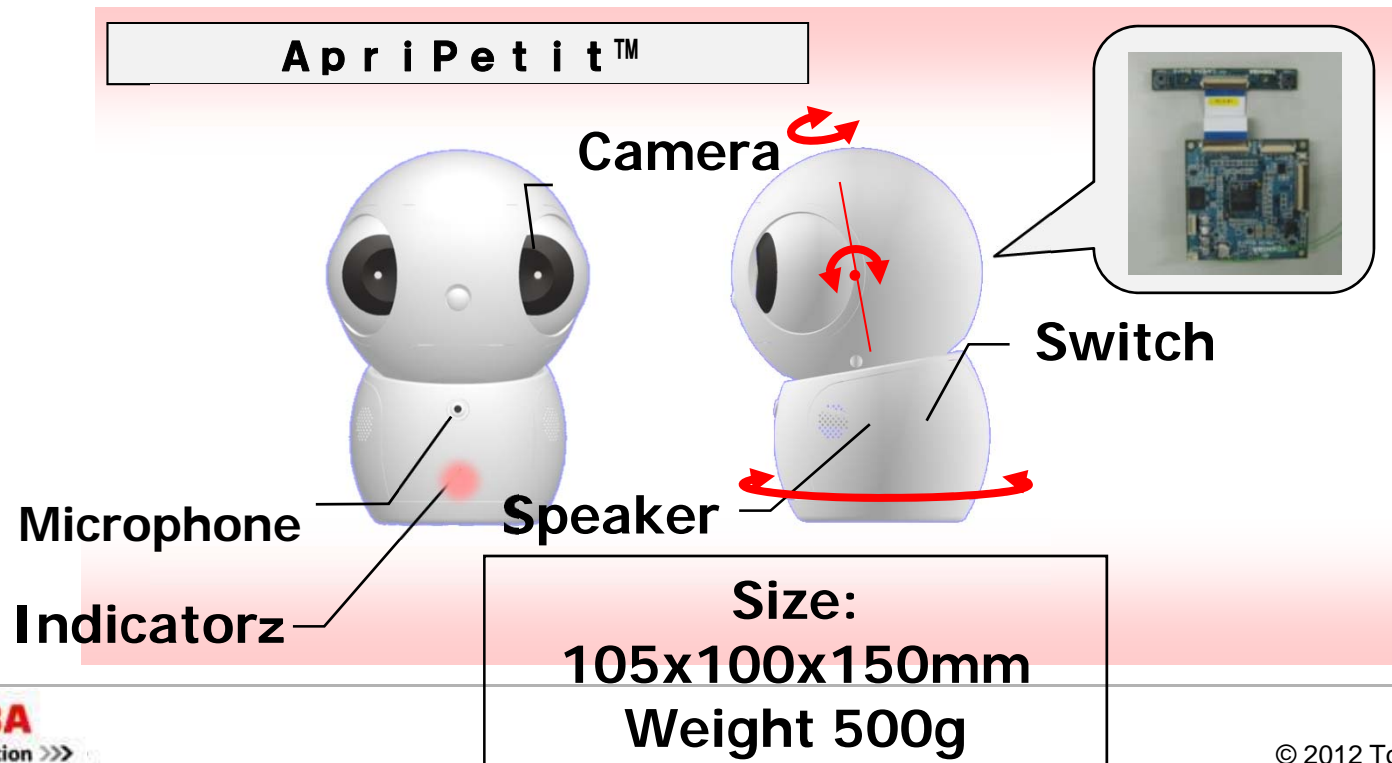
Future Work

- **Performance evaluation in an actual usage environment**
 - Recognition accuracy
 - Power consumption
- **Considering the measures in case that users doesn't carry their smartphone on them inside the house**
 - Use of sensors equipped with commonly-used digital products and home appliances
- **A number of business under consideration**
 - Tele-monitoring service
 - Healthcare service
 - Energy saving in cooperation with HEMS
 - Routine inspection task support system
 - BEMS, Smart office, etc.

Hand held IF Robot : ApriPetit™

Hand held size

- Image processing inside and speech processing cloud



Thank you.

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This research was partly supported
by Ministry of Internal Affairs and
Communications