

# From Sensing to Acting

## Can Pervasive Computing Change the World?

by M. Midzan, M. Schref

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## Introduction

### Pervasive Computing so far:

- integrating computing into daily life & physical world
- progress in “**sensing**” and “**thinking**”

### Next Steps:

- developing “**acting**”: allow computers to adapt and react to changes
- exploiting **AI & ML** to make use of collected data

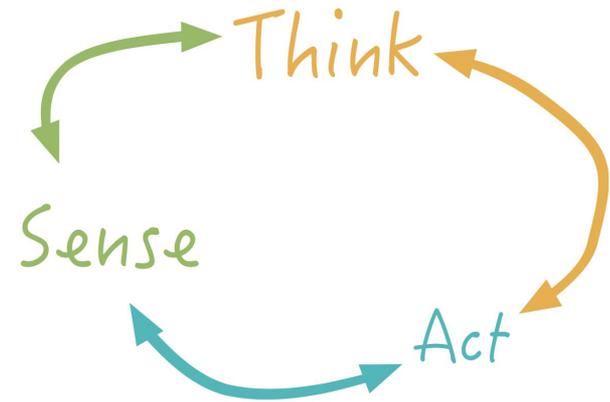


Figure: Sense-Think-Act Paradigm [1]

## From Sensing to Acting

### Actuator Hardware and Technology:

- influence and act on the physical world
- develop **novel** technologies
- creatively exploit **existing** technologies
- emerging technologies, e.g. artificial pancreas

### Operating Systems and Programming Frameworks:

- **Challenge:** link sensing, analysis and actuation together
- new programming abstractions for the full STA paradigm

### Artificial pancreas: how does it work?

- 1 A sensor under the skin automatically measures blood sugar (glucose) levels
- 2 Readings are sent wirelessly to a pump which calculates the amount of insulin required
- 3 Users can monitor readings on a smartphone, which also allows them to input the amount of carbohydrates being eaten at meals



Source: NHS England/BBC research



Figure: Artificial pancreas:  
How does it work? [5]

## AI & ML Models

### Generally [1]:

- used for **analyzing and understanding data** in pervasive computing
- huge **potential for many application fields**

### Use Case Mental Health [2]:

- recommendation technology **predicting impact of activities on mood**
- → potential to **improve well-being** by **suggesting healthy activities**



Figure: Conversational agent technology used for both home automation and assessment of mental health [4]

## Foundation models

- AI models trained with more than  $10^{12}$  parameters
- flexible, used as **foundation** for innovative tools
- emerging due to increased computing power

### Capabilities:

- generation of **human-like text**, engaging in **conversations, creative writing**
- **coding** (generation & improvement)
- **image generation**
- music **composition**
- **control of machines**

and many more

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*“The models have unforeseeable capabilities ...*

*with potential for **significant economic impact and disruption***

*... and Graphcore is developing a computer called "Good" ... Good is being built to run AI models with 500 trillion parameters ...“ [5]*

## User Interfaces & User Experience [1]

### Most common:

- interactive touch screens
- vibration
- sound

### Emerging:

- Intelligent Conversational agents (Apple HomePod/Siri, Amazon Alexa)
- Lightweight smart glasses (Google glasses)
- gesture recognition
- autonomous robots etc.

## User Interfaces & User Experience [1]

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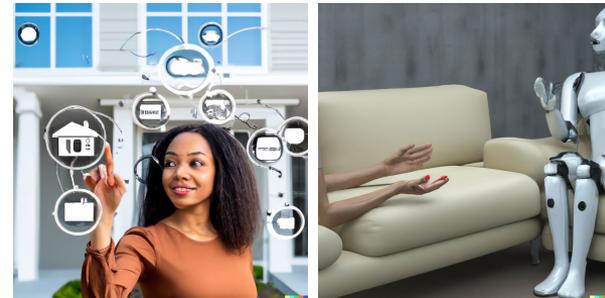
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*May soon be reality:*

*New interfaces merged with  
AI tools from foundational  
models*



Images: futuristic robots/systems created with DALL-E 2 [6]

## Topics and Challenges in Pervasive Computing Research

### Innovative Actuator Technology:

- **application-specific** technologies, e.g., in home automation or healthcare
- **generic** technologies, e.g, general-purpose recommender technology
- Pervasive Computing research will be even more **interdisciplinary**
- **Robotics** and **Autonomous Systems** will become increasingly relevant

### Safety Issues:

- **sensing** ↔ **privacy**                      **actuation** ↔ **(human) safety**
- Actions of a computer may be **irreversible**, e.g., ICD
- strict **validation** and regulatory **certifications** for systems

## Further Topics and Challenges

### Levels of System Autonomy:

- degree of system independence and human involvement
- Human-Computer-Interaction (HCI) research more relevant
- user autonomy versus tool autonomy

### User Involvement:

- communicating with the user
- contacting the user
- understanding the user's actions and vice versa

## Conclusion

- **sensing** and **thinking well developed**
- **acting** has to be further developed to “*change the world*” by **actively assisting humans**
- The acting aspect is on the rise with new applications (e.g. healthcare)

### How the transition may be successful:

- employing and merging new **User Interfaces, AI & ML** and **autonomous systems/robotics**
- by utilizing **foundational AI models**

### Issues:

- **Safety** and **biased AI**

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- [1] Bardram, J. E. (2022). From Sensing to Acting—Can Pervasive Computing Change the World?. IEEE Pervasive Computing, 21(3), 17-23.
- [2] Walsh, F. (2022). Artificial pancreas to revolutionise diabetes care in England. Accessed on January 4th from: <https://www.bbc.com/news/health-60133358>
- [3] D. A. Rohani, et al. (2021). “Recommending activities for mental health and well-being: Insights from two user studies,”IEEE Trans. Emerg. Topics Comput., vol. 9, no. 3, pp. 1183–1193.
- [4] R. Maharjan, et al. (2019), ““Hear me out”: Smart speaker based conversational agent to monitor symptoms in mental health,” in Adjunct Proc. ACM Int. Joint Conf. Pervasive Ubiquitous Comput. Proc. ACM Int. Symp. Wearable Comput., 2019, pp. 929–933.
- [5] The Economist (2022). Huge “foundation models” are turbo-charging AI progress. Accessed on January 2nd from: <https://www.economist.com/interactive/briefing/2022/06/11/huge-foundation-models-are-turbo-charging-ai-progress>
- [6]: OpenAI (2023). DALL-E 2 text to image generator, from: <https://labs.openai.com/e/p2LfFr48AKJ5MRUo7OvO73E>

## Large Language Models (LLM)

- AI trained on large text datasets
- generates human-like text
- translation, question answering, code generation
- Billions of parameters capturing complexity of natural language (“*large*”)
- Examples: (Chat)GPT (OpenAI), BERT (Google), RoBERTa (HuggingFace)

## Text to Image Models

- trained with large amount of images and text from web
- generates image based on natural language description
- developed in 2010, can generate images similar to real photos since 2022
- examples: DALL-E 2 (OpenAI), Imagen (Google), Stable Diffusion (StabilityAI)