



WEARABLE BIOMETRICS AND AUTOMATIC HUMAN BEHAVIOR ANALYSIS TECHNOLOGIES FOR ADAPTATION AND PERSONALIZATION OF THE SMART CITY TO THE SMART CITIZEN

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Who we are ...

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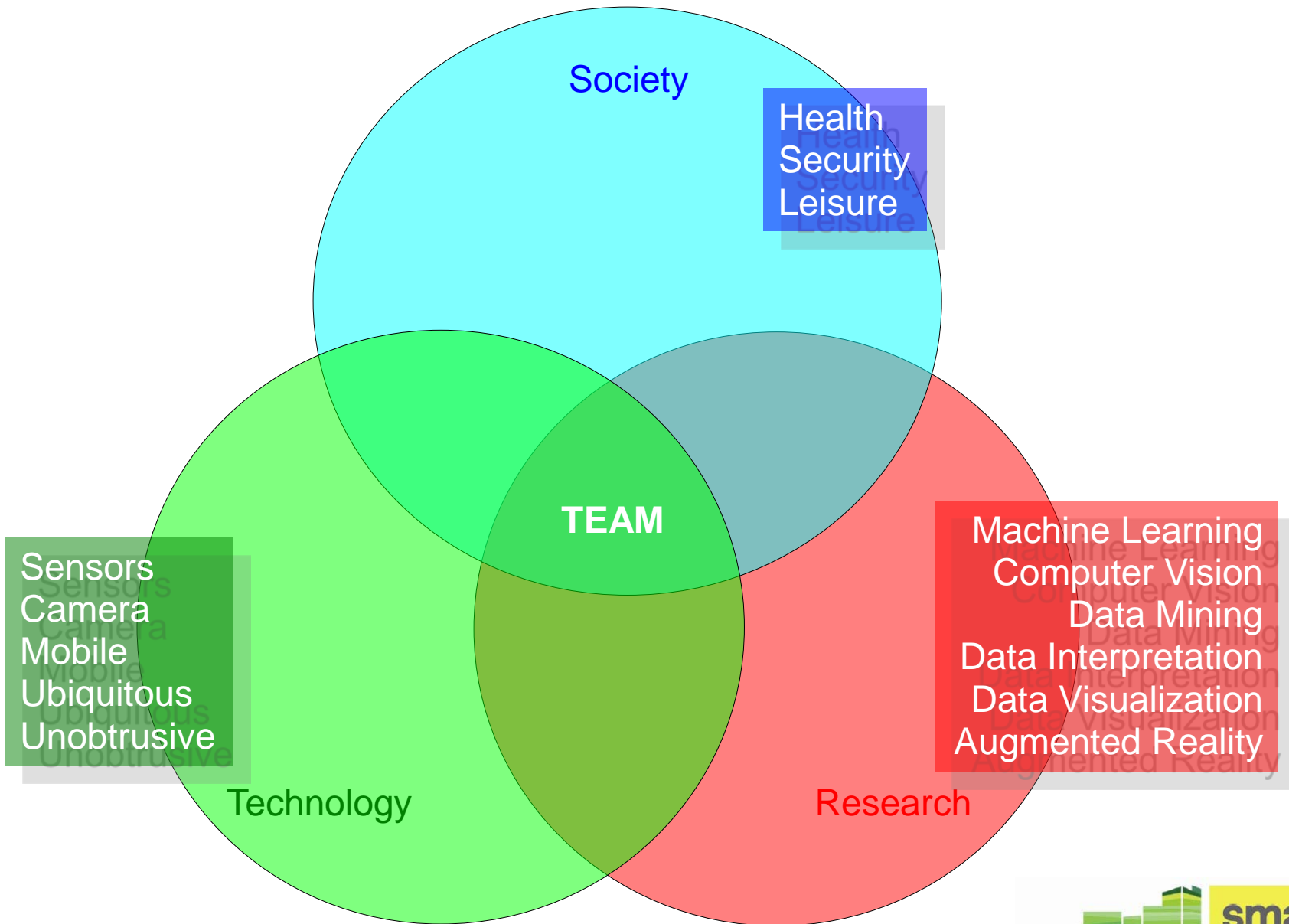
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What do we do?





Outline

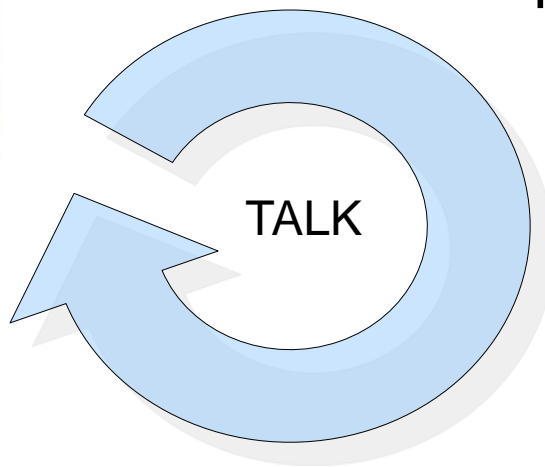
- Smart citizen role in the smart cities scenario
- Soft-biometric systems for adaptation of the smart city
 - What
 - How
 - Experience
- Human behavior analysis in smart homes
 - What
 - How
 - Experience
- Conclusions



Smart cities and ... active citizens



Modern Transportation
 Modern ICT Infrastructures
 Sustainable economic development
 High quality of life
 "Green" cities
 e-Governance



Preferences
 Opinions
 Choices
 Location and behavior





Smart city layers



FINAL USER APPS
PERSONALIZED FACILITIES

ENABLERS
Soft-biometrics
User Behavior Analysis
User Context Analysis
Preferences Modelling

ARTIFICIAL INTELLIGENCE
ML, CV, DM, DFusion

PAN + LAN + WAN

**ENVIRONMENT
EGOCENTRIC**





Biometrics in the Smart Cities scenario

FINAL USER APPS

PERSONALIZED FACILITIES

- CITY IS AWARE OF THE USER

- USER IDENTIFIES HIMSELF USING SOME WEARABLE DEVICE

CITIZEN LIVES IN THE CITY – COMMUNICATION AT ALL TIMES AND EVERYWHERE:

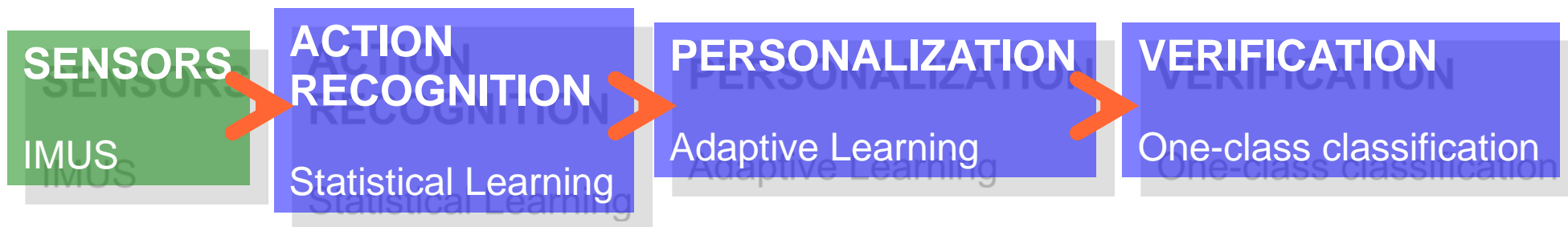
NEW REQUIREMENTS:

CONTINUOUS and UNOBTRUSIVE

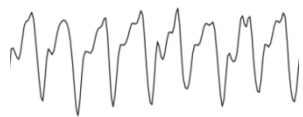
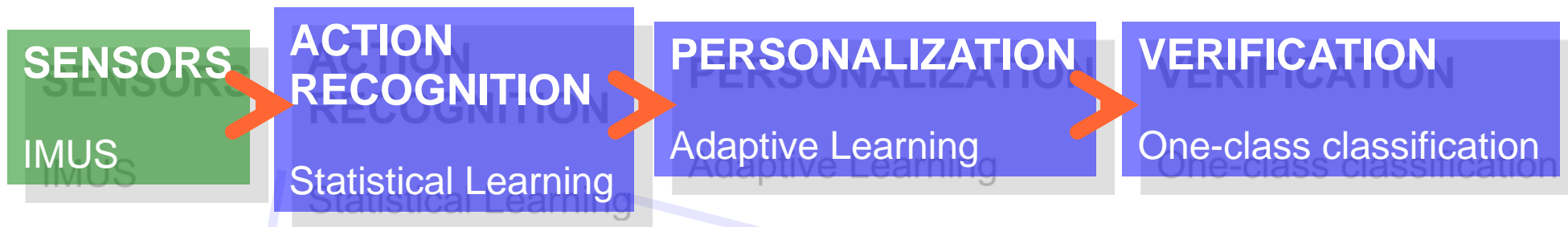
PROPOSAL: SOFT-BIOMETRICS FROM USER'S GAIT



How ... general pipeline



How ...



ACTION RECOGNITION

Statistical Learning

Multi-class classifier:

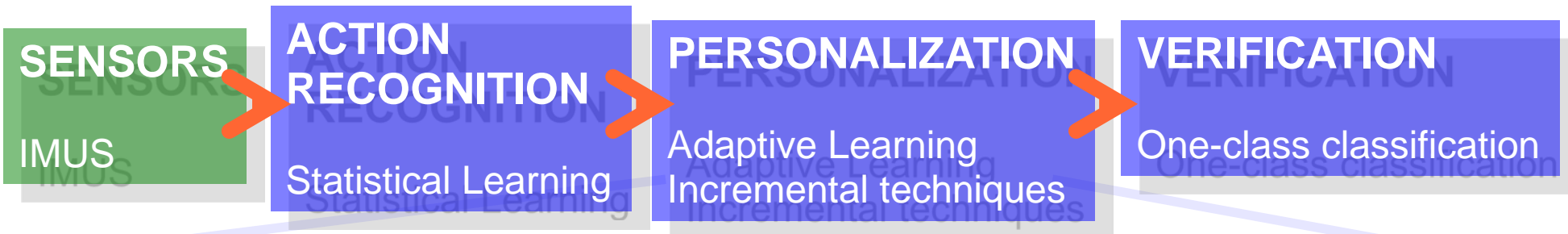
Daily patterns:

- walking
- climbing stairs
- standing idle
- interacting with environment
- working – office



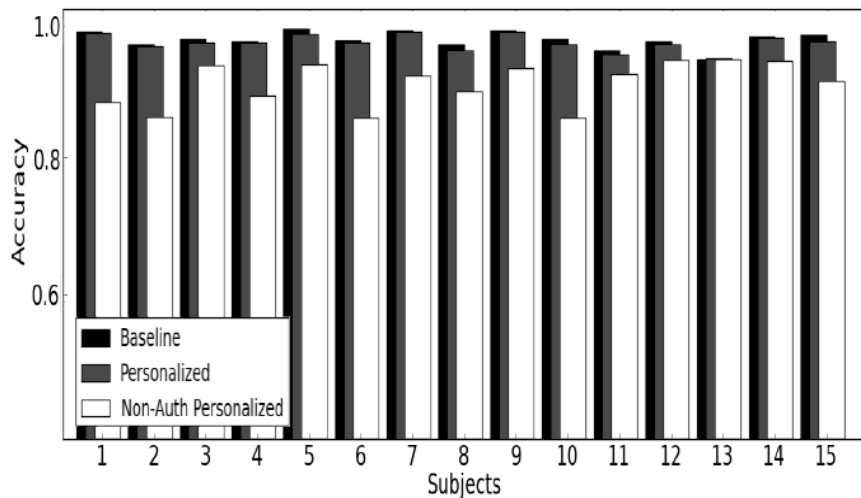


How ...

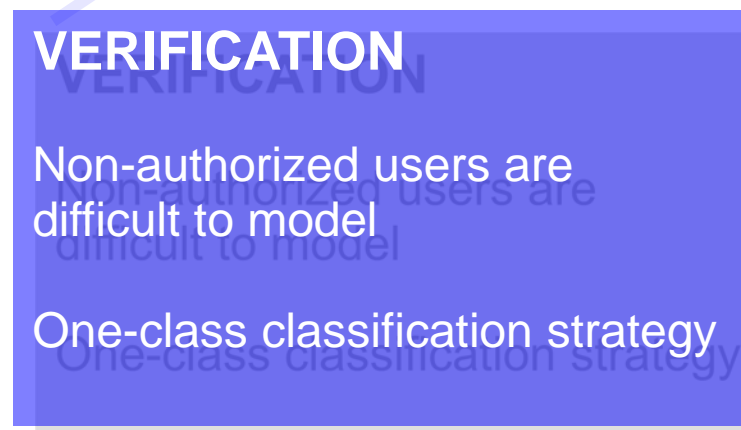
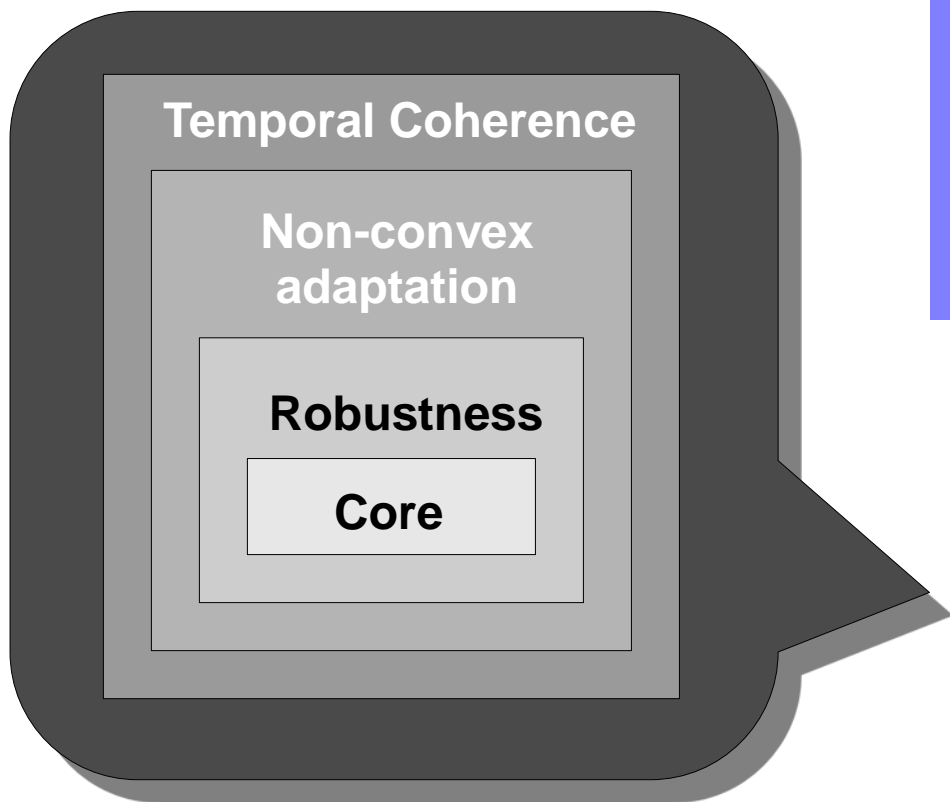
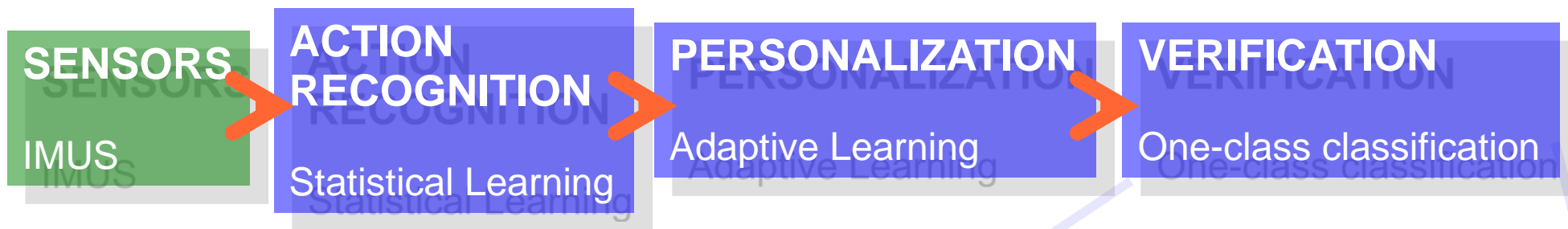


GOAL: Bias the general action recognition system towards data of authorized users

- Increase acceptance: Improve recognition for authorized users
- Filter out non-authorized users : Reduce recognition for non-authorized users



How ...





EXPERIMENTAL SETTINGS

Android based smartphone

20 users in 7 scenarios:

- Indoor corridors
- Outdoor street uphill and downhill
- Crowded flat urban street
- Free urban street
- Mixed scenarios with obstacles
- Rough floors



PERFORMANCE MEASUREMENTS

False Rejection Rate – user is not verified as authorized user

False Acceptance Rate – a non-authorized user is verified as authorized

Baseline SOTA results: 10% of EER

Our system:

FRR < 2%

FAR < 0.06%



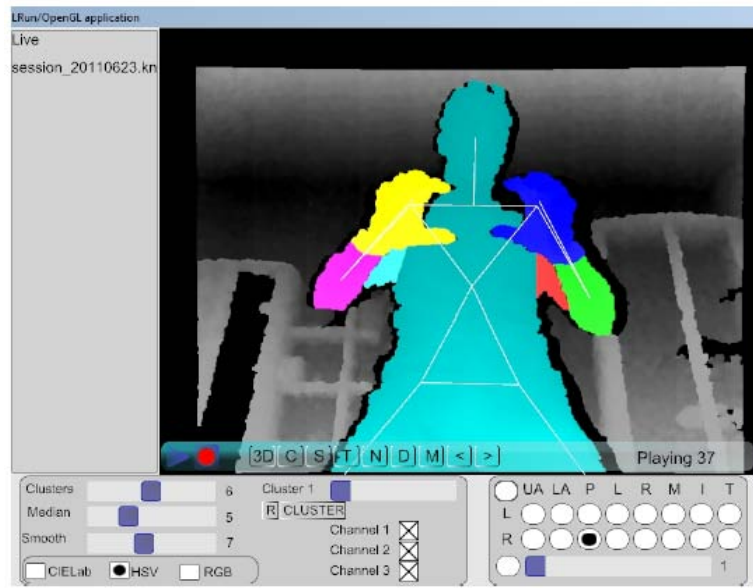


Human Behavior Analysis in Smart Environments

PROPOSAL: NON-INVASIVE MULTI-MODAL HUMAN POSE RECOVERY AND BEHAVIOR MODELLING IN SMART ENVIRONMENTS

INTERACTION WITH FACILITIES

- Proactive systems
- User direct activation
- Internet of Things





How ...

SENSORS

RGB cameras
Depth sensors



FUSION

Ensemble Learning

STATISTICAL LEARNING

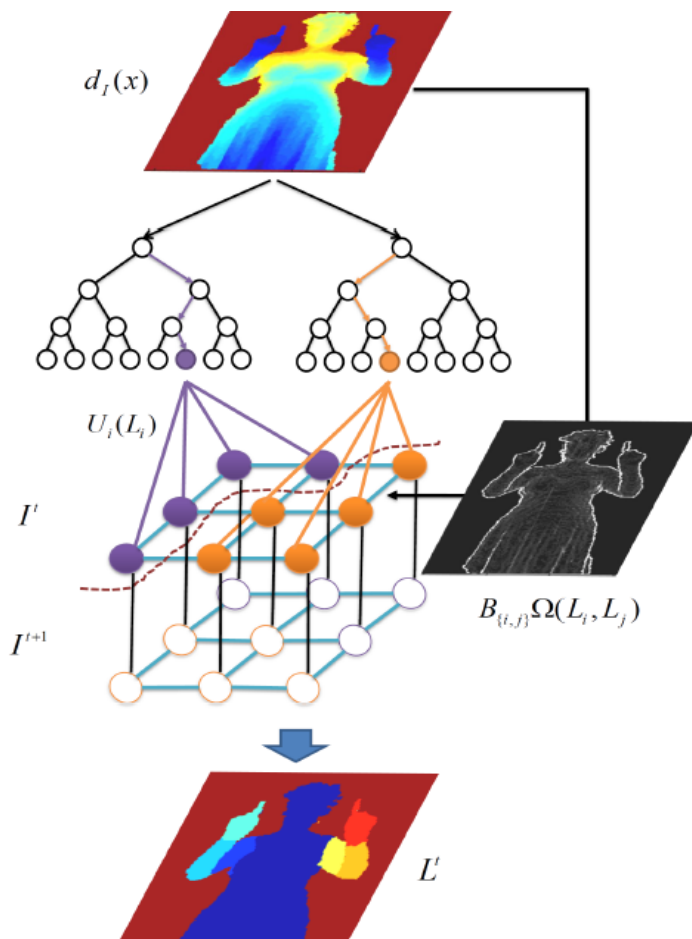
Probabilistic Graphical Models

BEHAVIOR ANALYSIS

Sequential Learning

JOINT SEGMENTATION AND RECOGNITION

Limb parts inference



Human Pose Recovery

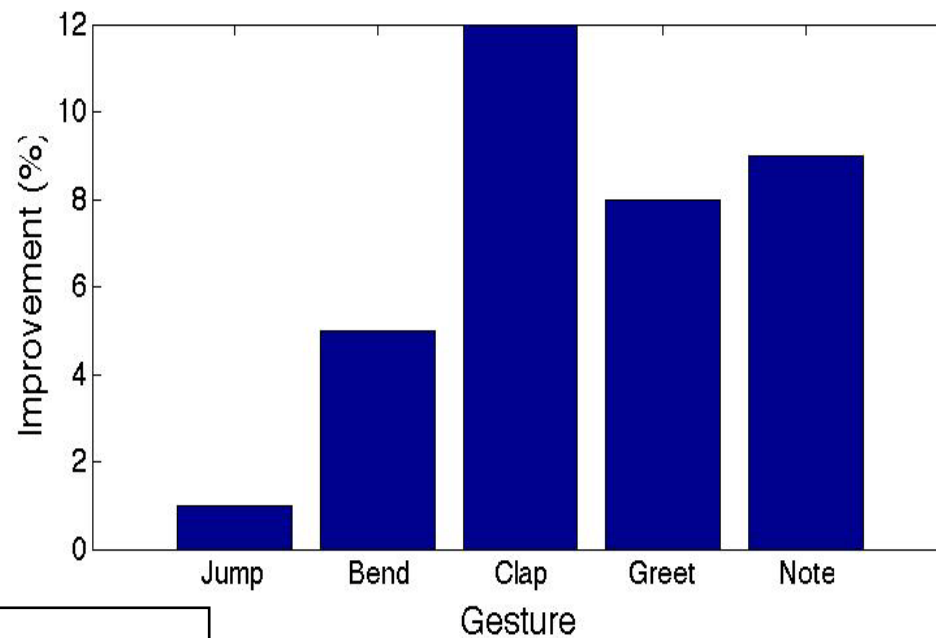
- Indoor environments
- Several subjects free movements



Baseline SOTA results: 80%
Our system: 90%

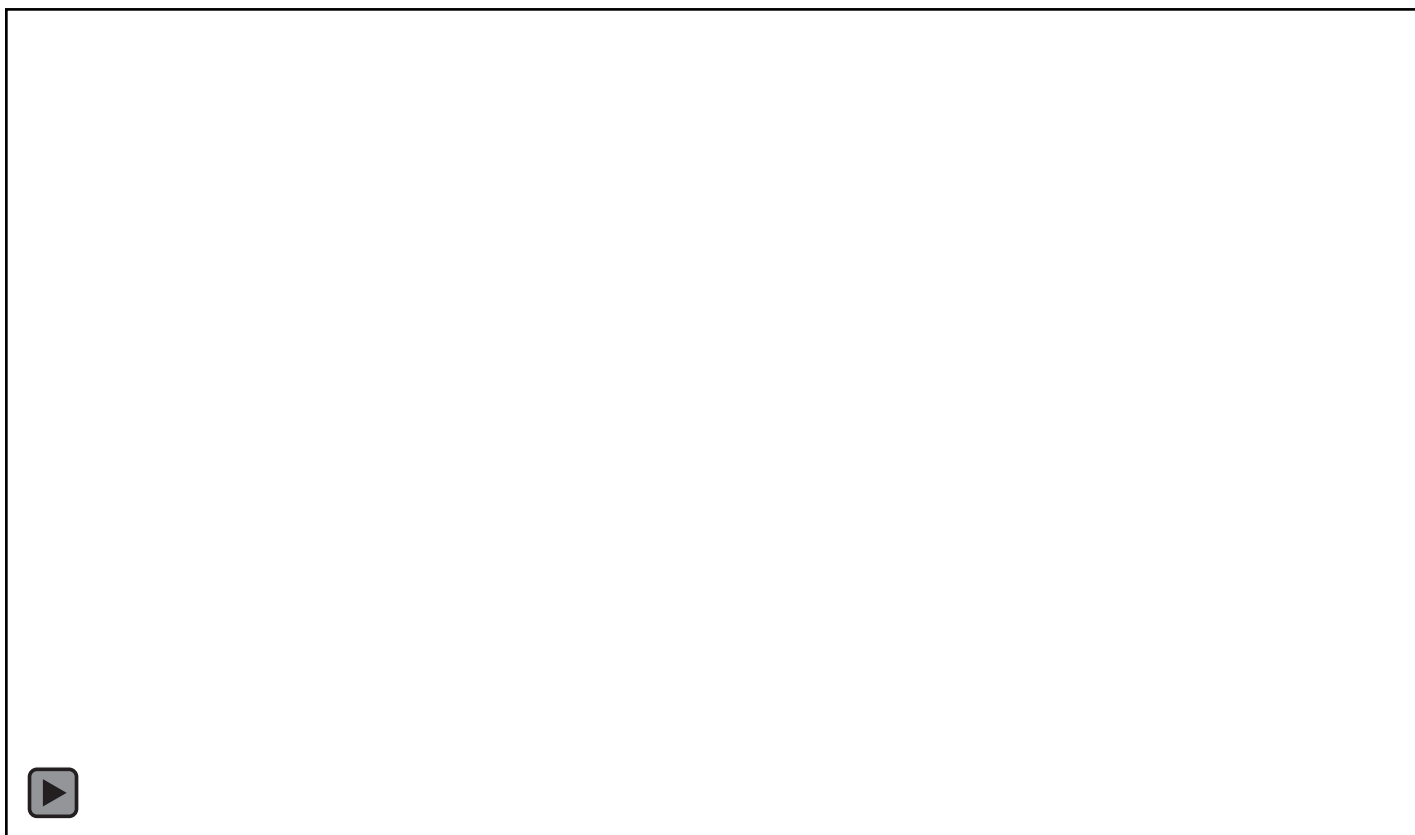
Human Behavior Analysis

- Indoor environments
- Several subjects free movements
- Recognition of five behaviors
- Improved sequence alignment



Human-Object Interaction

- Indoor corridors
- Joint modeling of citizen and objects
- Logging of objects / places / owners
- Quasi-Internet of Things





Conclusion

Effective communication channels between the city and the citizen

- Smart environments proactive sensing
- Unobtrusive egocentric sensing

Data fusion and artificial intelligence are key component in the Smart City reality

FUTURE is defined by a true collaboration among all stakeholders from each architecture layer