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#### myexperience



A System for *In Situ* Tracing and Capturing of User Feedback on Mobile Phones

#### Jon Froehlich<sup>1</sup>

design: use: build: <sup>1</sup> university of washington Mike Chen<sup>2</sup>, Sunny Consolvo<sup>2</sup>, Beverly Harrison<sup>2</sup>, and James Landay<sup>1,2</sup>



<sup>2</sup> Intel Research, Seattle

## mobile computing



#### Mobile devices are used in a variety of contexts

# lab methods



For example, past research has looked at translating labbased methods into a "mobile setting"

# goal

 Create a software tool that collects data about real device usage & context in the field



#### Data can be used to

- Better understand actual device/system usage
  - E.g., how mobility patterns affect access to WiFi
- Inform the design of future systems
  - E.g., optimize battery utilization algorithms based on charging behaviors

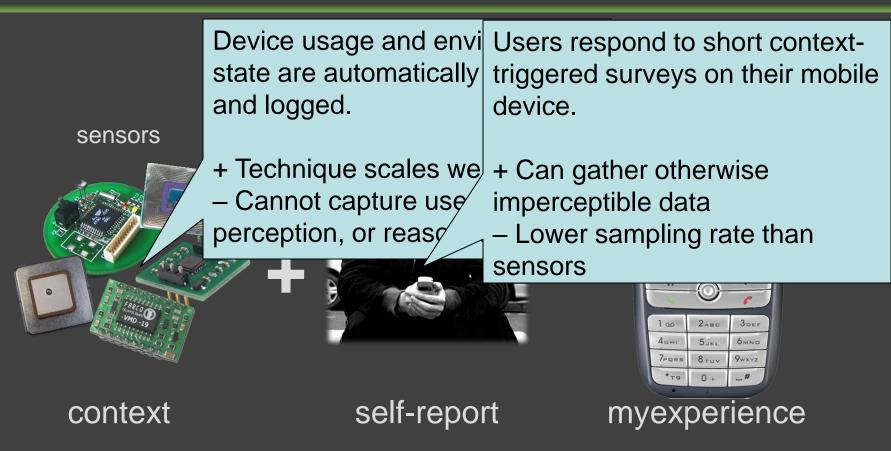
# research challenges

- 1. Coverage: collect rich information about features of interest
- 2. Scale: collect large amounts of data over long periods of time
- **3.** Extensible: easily add new data collecting capabilities
- 4. Situated: collect *real* usage data in its natural setting
- 5. Robustness: protect or backup data collected in the field





### the myexperience tool



MyExperience combines automatic sensor data traces with contextualized selfreport to assist in the *design* and *evaluation* of mobile technology

## sensors, triggers, actions

#### Sensors



#### Example Sensor:

DeviceIdleSensor PhoneCallSensor RawGpsSensor PlaceSensor WiFiSensor

# trigger

Triggers

#### Example Triggers: DeviceIdle > 15 mins

PhoneCall.Outgoing == true Gps.Longitude == "N141.23" Place.State == "Home" WiFi.State == "Connected"

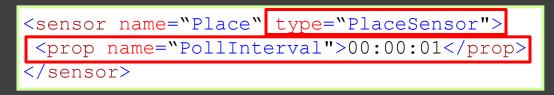
#### Actions

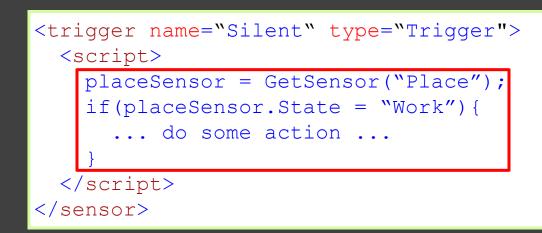
* cingular	2125
<ol> <li>Please rate the void phone call.</li> </ol>	ce quality of that
1. ○Bad	<u></u>
2. OPoor	
3. OFair	
3. ○Fair 4. ○Good	

#### Example Actions: SurveyAction ScreenshotAction VibrationAction SmsSendAction DatabaseSyncAction

# xml / scripting interface

- XML : Declarative
  - Define sensors, triggers, actions, and user interface
  - Set properties
  - Hook up events
- Script : Procedural
  - Create fully dynamic
     behaviors between
     elements specified in XML
  - Interpreted in real time
  - New scripts can be loaded on the fly





# example: phone profile

- We would like to build a model of phone profile behavior (i.e., setting the phone to silent)
- Can we begin to predict phone profiles based on sensed context?
  - Time of day
  - Location
  - Transportation mode
  - Calendar appointments





<sensors>

```
<sensor name="PhoneProfileSensor" type="PhoneProfileSensor"/>
<sensor name="RawGpsSensor" type="RawGpsSensor"/>
<sensor name="CalendarSensor" type="CalendarSensor"/>
<sensor name="MobilitySensor" type="MobilitySensor"/>
</sensors>
```

<actions>

<action name="PhoneProfileSurvey" type="SurveyAction">

<property name="EntryQuestionId" value="PhoneProfileReason"/> <property name="TimeOutInterval" value="00:05:00"/>

</action>

</actions>

<triggers>

<trigger name="PhoneProfileTrigger" type="Trigger">

<script>

profileSensor = GetSensor("PhoneProfileSensor");

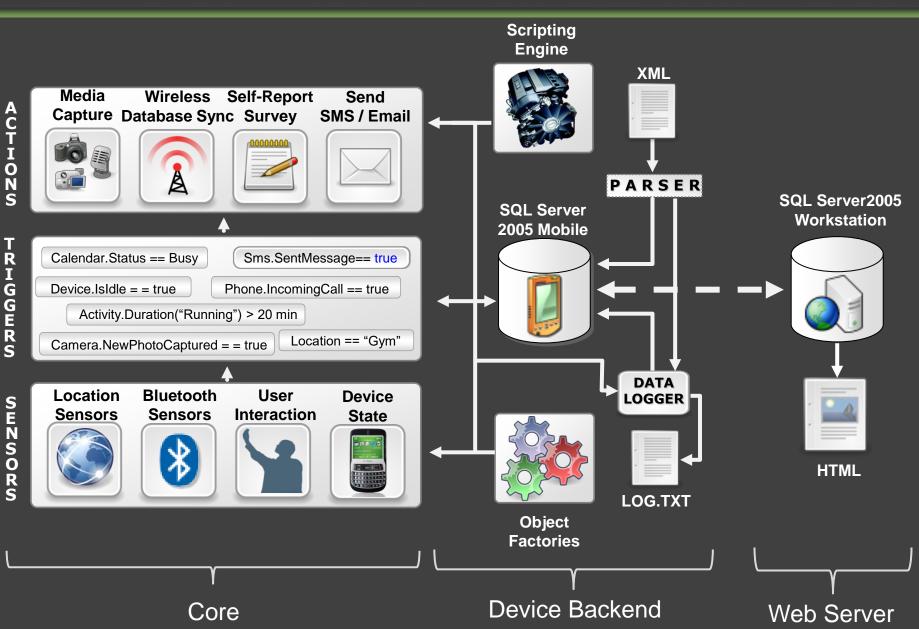
if (profileSensor.StateEntered = "Silence"

and GetRandom() < 0.2) {

GetAction("PhoneProfileSurvey").Run();

</script> </trigger> </triggers>

## architecture



# implementation

- Windows Mobile 5
  - .NET CF 2 in C#
  - SQL Server Mobile 2005
  - A few open source libraries
  - Port of Simkin



SmartPhones



#### **Pocket PC Devices**

Component	Lines of Code
MyExperience	16, 970
Roam	14,271
SimkinCS*	9,148
Total	40, 389

\*SimkinCS is a port of Simkin, a java-based scripting language

## performance



HTC Tornado SmartPhone

HTC Universal Pocket PC Phone

## installation size & memory

Current build of MyExperience is 1.56 MB

- Includes ~150 sensors (e.g., Sms, Phone, GSM)
- 11 actions (e.g., Surveys, Database Sync)
- Phone must also have SQL Server Mobile 2005 and .NET CF 2
  - Windows Mobile 6 comes with this installed
- Memory footprint
  - 4.32 MB of memory (< 20% available on most devices)

# **battery** life

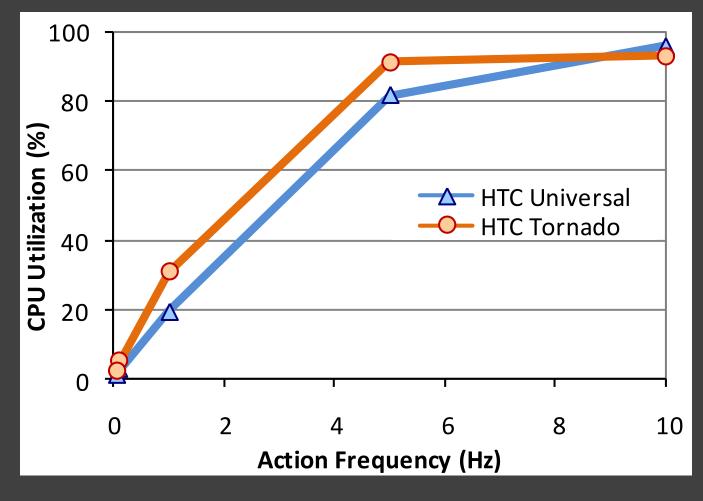


#### Baseline

- 4 days, 17 hours
- With MyExperience
  - 140 active sensors
  - 20 survey actions / day
  - 4 days, 3 hours (~12% decrease)

 WiFi, Bluetooth based sensors will decrease battery life substantially (~50%)

# cpu utilization



< 3% utilization at a rate of 4320 actions / day

## sensor performance

- It takes approximately 1ms for a sensor state change to propagate through system and be stored in local database
- Sensors that fire rapidly ~1,000 Hz can starve the CPU
  - We designed our sensors to run at 1 − 10 Hz
  - GPS sensor and mobility sensor run at 1Hz
  - Accelerometer-based sensor runs at 4Hz

## case study 1: charging behavior



#### Motivation

- Battery life has long been a challenge in mobile computing
- Dependent on usage:
  - WiFi, video, length of calls



#### Study

- 2 week pilot study with 4 people
- Log device usage (e.g., phone calls, WiFi, active applications)
- Actively track battery life
- Survey at moments of charging

#### <sensors>

<sensor name="SystemStatesSensor" type="SystemStatesSensor"/>
 <sensor name="BatteryLifeSensor" type="BatteryLifeSensor"/>
 <sensor name="PowerChargingSensor" type="PowerChargingSensor"/>
</sensors>

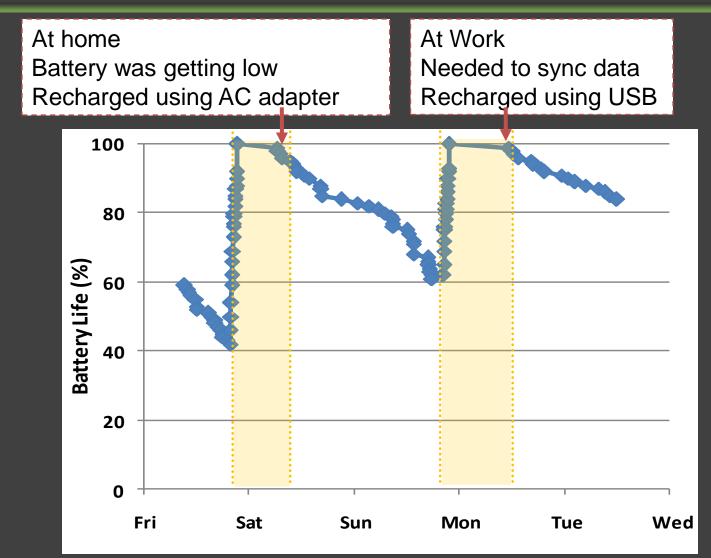
```
<actions>
```

```
<action name="BatteryLifeSurvey" type="SurveyAction">
```

</actions>

```
<triggers>
<trigger name="BatteryLifeTrigger" type="Trigger">
<script>
powerSensor = GetSensorSnapshot("PowerChargingSensor");
if(powerSensor.StateExited = "Charging"){
GetAction("BatteryLifeSurvey").Run();
}
</script>
</trigger>
```

### battery life & user response



# further exploration

- Further exploration could uncover:
  - The average distance from home or work when suffering battery loss
  - The primary reason people run out of battery (e.g., talk time, WiFi utilization)
  - The number of places people charge their devices and the power source used.

# case study 2: sms usage



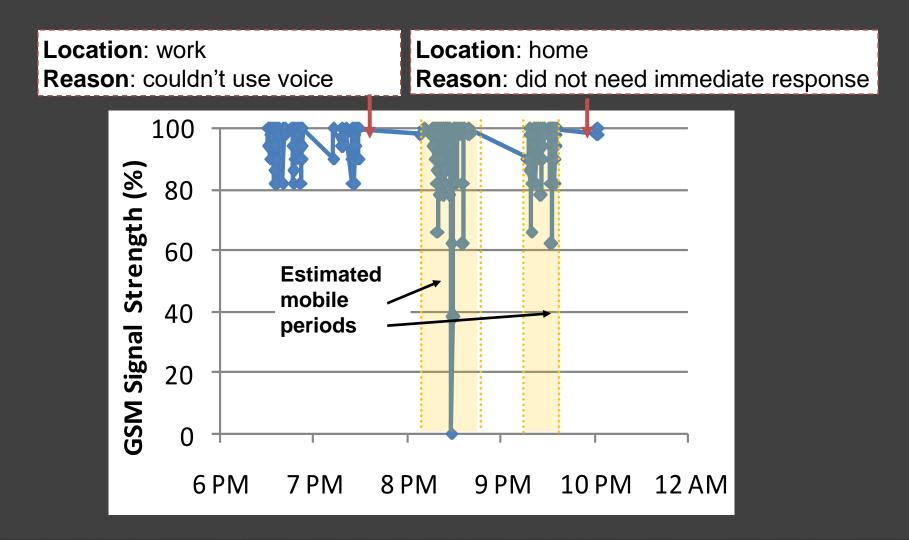
#### Motivation

- 1 trillion SMS messages sent worldwide in 2005
- Explosive growth begs research:
  - Why SMS vs. voice?
  - Where do people use SMS?

#### Study

- Similar setup as before
- Asked questions after SMS sent
  - User's location
  - Reason for using SMS

#### sms usage, mobility and response



# further exploration

- Further exploration could uncover
  - The link between mobility patterns and application usage
    - Do people SMS more when stationary than moving?
  - How often users suffer from low cell signal strength and how this affects voice vs. sms

# ubifit

- Initial 3-week study planned followed by longitudinal 3-month study
  - Female participants from Seattle area
  - Participants use *lab-provided* WM5 devices with ubifit instead of their own personal phones
- UbiFit application
  - Built off of MyExperience
  - Collects both inferred activity and selfreport activity data
  - Data is sync'd with Intel Research's web server once/hr throughout the study







### msp + myexperience



## subset of ubifit triggers

#### Journal reminder

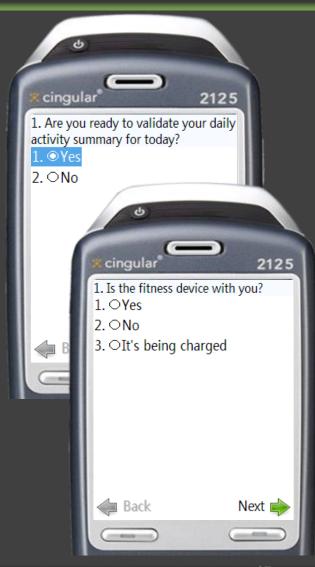
 If journal has not been used in ~2 days and it's past 8PM, launch journal reminder

#### Uncertain activity occurred

 If the system knows an activity occurred but couldn't determine the exact activity, a survey is launched

#### MSP troubleshooter

 If the MSP hasn't been seen in ~2 hrs and it's after 10AM, launch a troubleshooter



## beyond technology studies

#### Mobile therapy

- Margie Morris, Bill Deleeuw, et al.
- Digital Health Group, Intel

#### Multiple sclerosis pain and fatigue study

- Dagmar Amtmann, Mark Harniss, Kurt Johnson, et al.
- Rehabilitative Medicine, University of Washington
- Smartphones for efficient healthcare delivery
  - Mahad Ibrahim, Ben Bellows, Melissa Ho, Sonesh Surana et al.
  - Various departments, University of California, Berkeley

# conclusion

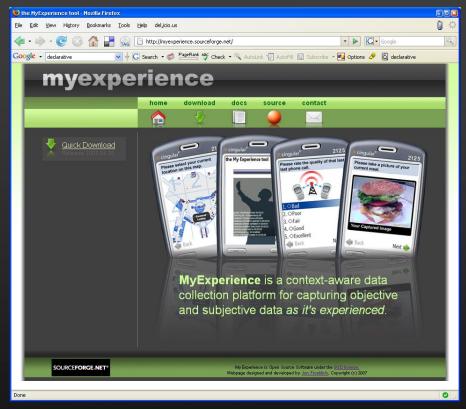
1. Coverage: collect rich information about features of interest

- Combines sensors traces + self-report
- 2. Scale: collect large amounts of data over long periods of time
  - Sensor traces scale well, context-triggered self-report can be used intermittently
- 3. Extensible: easily add new data collectors
  - Sensors, actions, triggers, user interface can be extended
- 4. Situated: collect *real* usage data in its natural setting
  - Runs on a user's personal device
- 5. Robustness: protect or backup data collected in the field
  - Data can be opportunistically sync'd to research servers

## thankyou

#### Source code available:

http://www.sourceforge.net/projects/myexperience

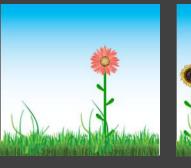


#### jonfroehlich@gmail.com

Mike Chen, Sunny Consolvo, Beverly Harrison, and James Landay

# ubifit





do?





- 3. What type of activity did you do?
- 1. □Cardio
- 2. □Walking
- 3. □Strength Training
- 4. □Flexibility Training
- 5. □Other

1. ORunning 2. OCycling 2 3. ○Elliptical trainer 4. ○Stair climber 5. Cardio class 6. • Swimming 7. ORoller-blading / Skating

What type of cardio activity did you

- 8. OHiking
- 9. ORowing 🖢 Back

Next 📄



strength cardio







walk



ψ

cingula

Start

2125

ωū

8

Contacts



recent goal met





31

# platform support

- Currently Windows Mobile
  - SmartPhones and Pocket PCs
- 2006 Marketshare (Canalys Report 2006)
  - Symbian: 67%
  - Windows Mobile: 14%
  - RIM: 7%
  - Linux: 6%

- 2010 Estimates (The Diffusion Group 2006)
  - Microsoft will overtake Symbian for marketshare
- We are exploring a Symbian port









## prelim researcher feedback

#### Surveyed 5 researchers

All but one were experienced programmers

#### Positive comments

- The ability to "trigger anything in response to such a wide range of events or combination of events."
- "an easy way for a semi-technical designer to set up user-experience studies for cell phone applications"
- "the XML structure is excellent and is deeply expandable through C# extensions to MyExperience"

#### Concerns

- Needed examples to understand how to use
- Desire to have script debugging tools