Challenging Opportunities



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History (personal:-)

- Manet
 - Mobileman
 - Tschudin et al
 - Incredibles
- Dtn
 - Interplanetary/Oceanographic
 - Pocket Switched & Mobile Social
- Oppnet
 - Drive-Thru
 - Disaster



Choosing Adversity

- Perverse, but valid research motive
- Make the network really really bad
 - (like it was in 1970s)
- And maybe neat new ideas will emerge
 - Which will work really, really well on a rocksolid network



Compete with Infrastructure

- "They have the guns, we have the numbers"
- But maybe opportunities give us information the infrastructure guys can't or won't get...



- Hard to compute
 - Mostly assume rational selfish players
 - Recent market failures prove this is nonsense
- What to do instead?
 - Use a priori social knowledge
 - Travel plans, SIM, Fb/Buzz data



Privacy and Risk Aversion

- May be over sold
 - Known: younger people are more cavalier with their online presence than older (pre web) generation
- But needs respect
 - at least informed choice (opt out) by user
 - Prob. With id+loc is it is 2/3 of what you need to find out everything
 - (2 digits of postcode, age +gender)
 - There may be some trigger event which will change public view



Back to drawing board #0

- Information theory and opportunities
- What can we infer
 - popularity in meeting
 - Popularity in communicating
 - Hub/centrality
 - Clique/giant component
- Predictive patterns of behaviour
 - Latest barabasi science paper on locn
 - Other?



Back to drawing board #1

- Non rational players
- Tools to measure&adapt to
 - Herding
 - Cascading
 - Opinion dynamics



Back to drawing board #2

- One small step at a time
- Pair of nodes
 - why share anything?
 - What's useful
 - What does it cost
- Micro-research agenda...



share between just 1 pair of phones

- Now a phone is much more than a computer
 - GPS, Camera, Mike,
 - Compass, Accelerometer
 - several networks
 - Several (heterogeneous) cores in processor
- We could share these
 - e.g. lots of people taking panoramic tiled photos,
 - or 1 GPS providing lots of people with location



Lets look at actual resource costs

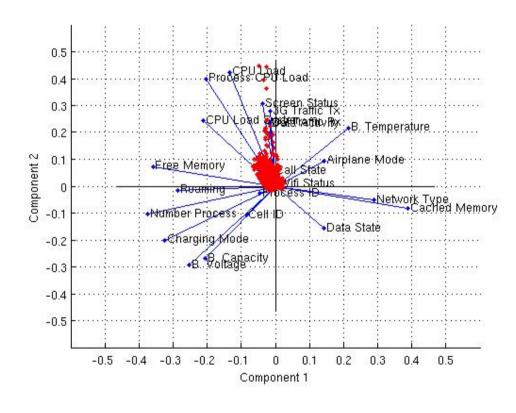
- Phone OS now about same as Desktop
 - Android == Linux
 - Iphone == OSX
 - Windows Mobile 6 (actually Windows 7!)
- Etc etc
- Software uses resources too
 - E.g. Java garbage collector surprise
 - Power/network aware applications...



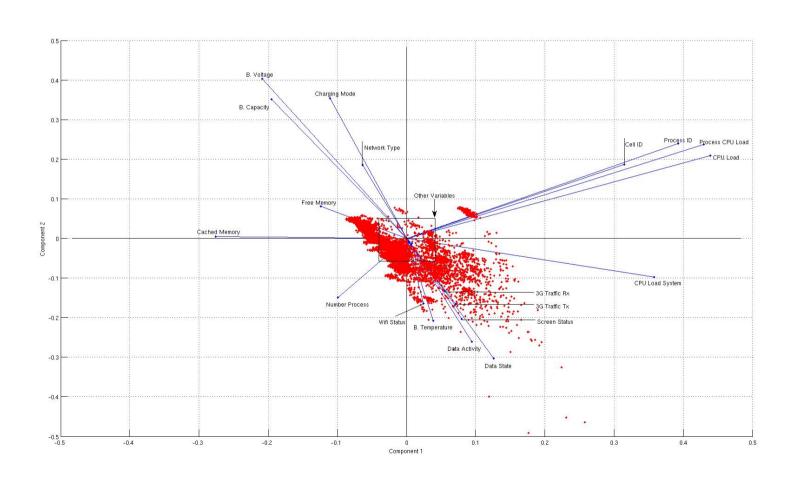
Narseo's results...

- We've started looking at resource use in battery terms
- Calibrate OS tools for battery charge reporting
- By opening up phone and putting probe on battery:)
- Then run experiment with lots of users...



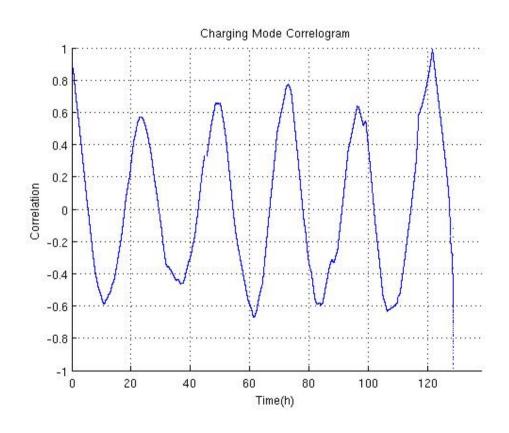






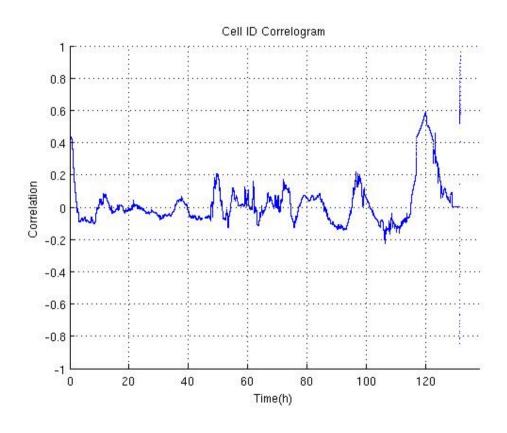


N's phone charging correlogram



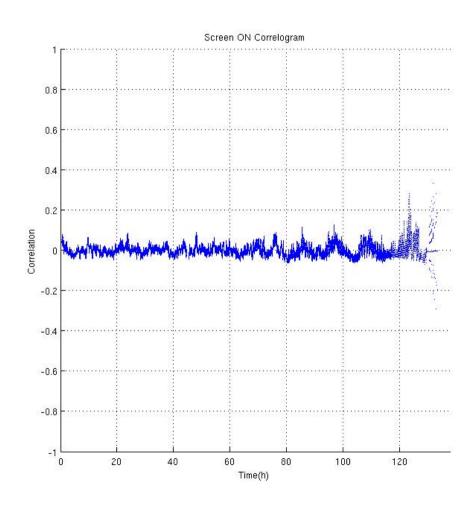


N's cell location correlogram

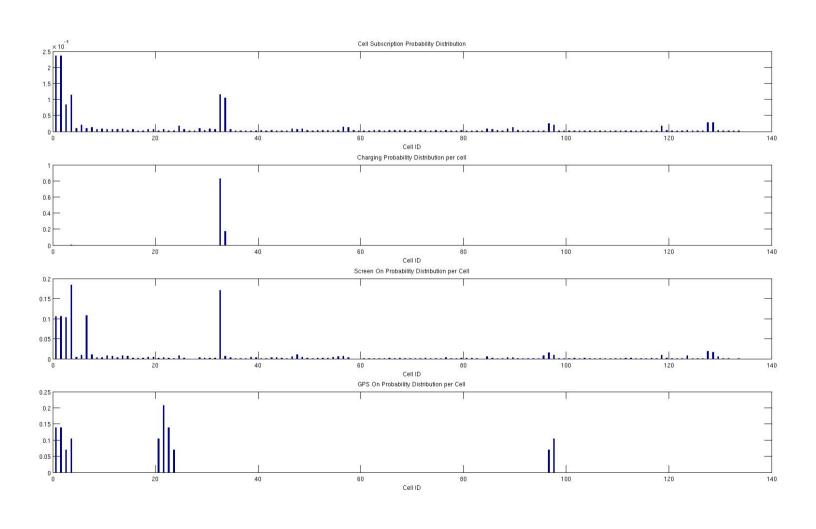




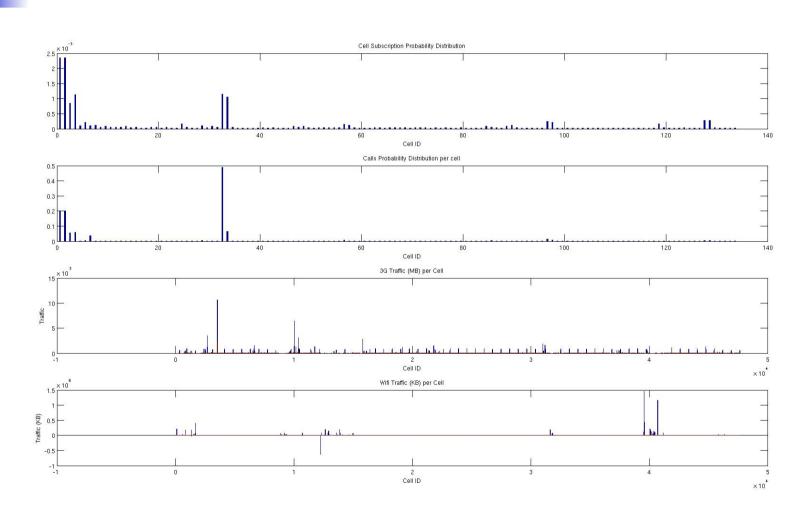
N's "screen on" correlogram



J's interaction v. location

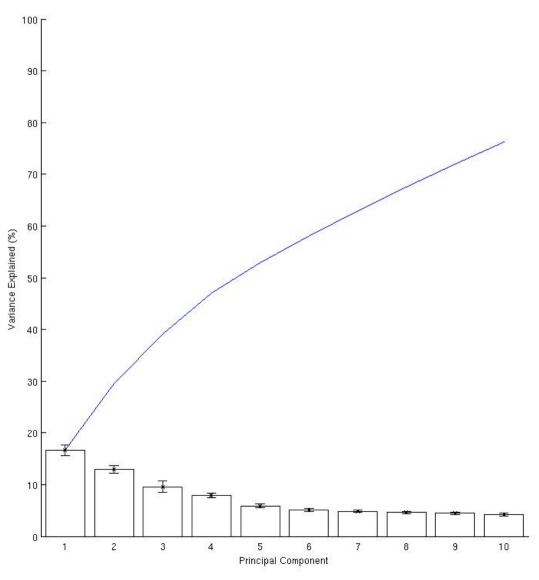


J's net usage by location

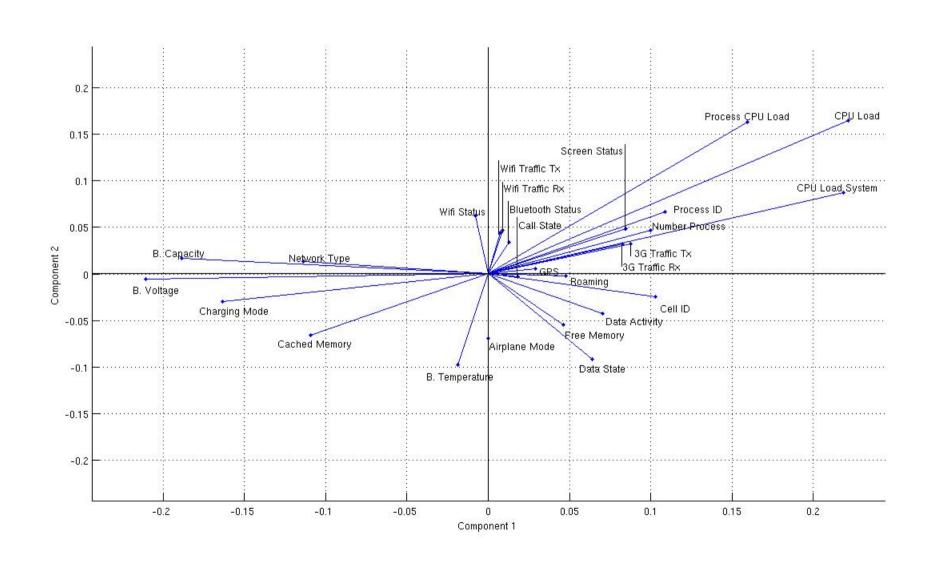




PCA Analysis



Average principal components





Fooling the user

- Buzz/Mobile Social
- Driving License
- Smart Badges:)



Back to Drawing Board #3

- What business model fools user best?
 - What are the ethics?
- Buzz was first "big bang" social mix
 - Take 1 network (gmail contacts, sorted by frequency of interaction)
 - And bootstrap another with it
 - How big a cognitive dissonance would this be to do on an opportunistic net?
 - Without informed consent, would cause major major headaches
 - Possibly illegal viz healthcare workers



Acknowledgements

- Thanks to MSR for a bunch of WiMo phones
- Thanks to Google for a bunch of Android phones
- Thanks to volunteers in Cambridge for abandoning almost all privacy:-)

Questions...

- Do we need both the guns and the numbers?
- The truth is out there...