

# Smart Environments

Prof Dr Gerhard Schmitt  
Singapore, April 6, 2009



# Overview

- Ubiquitous Computing
- Technologies pervading Space - Examples
- Quality Characteristics
- The changing Relationship with the Environment

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- Ubiquitous Computing
- Technologies pervading Space - Examples
- Quality Characteristics
- The changing Relationships with the Environment

## Ubiquitous Computing

This paradigm is also described as pervasive computing, ambient intelligence, or more recently, everywhere.

When primarily concentrating on the objects involved, it is also physical computing, the Internet of things, haptic computing, and things that think.



## Definitions and Principles

,The most profound technologies are those that disappear. They weave themselves into the fabric of everyday life until they are indistinguishable from it.'

Marc Weiser, 1991

[Suchtipps](#) | [Abkürzungen](#) | [Neuer Eintrag](#) | [Fehler melden](#) | [FAQ](#) | [Nützliche Links](#) | [Kontakt](#)

[Toolbars](#) | [Lion](#) | [PDA](#) | [Statistik](#) | [Über uns](#) | [Mitwirkung](#) | [Werbung](#)



ENGLISCH













DEUTSCH



der ausgewählten Wörter im Trainer

9 Treffer

### Unmittelbare Treffer

<input type="checkbox"/>	  ubiquitous <i>adj.</i>	allgegenwärtig	 
<input type="checkbox"/>	  ubiquitous <i>adj.</i> [biol.]	ubiquitär	 
<input type="checkbox"/>	  ubiquitous <i>adj.</i>	universell	 

### Zusammengesetzte Einträge

<input type="checkbox"/>	ubiquitous application	universelle Anwendung	
<input type="checkbox"/>	ubiquitous computing	allgegenwärtige Datenverarbeitung	
<input type="checkbox"/>	ubiquitous computing	pervasives Computing	
<input type="checkbox"/>	ubiquitous computing	ubiquitäres Computing	
<input type="checkbox"/>	area of ubiquitous operation [telecom.]	Bereich mit hoher Netzkapazität	 

### Beispiele

<input type="checkbox"/>	ubiquitous sun, sea and sand	allgegenwärtige Sonne, See und Sand	
--------------------------	------------------------------	-------------------------------------	--

# Definitions and Principles

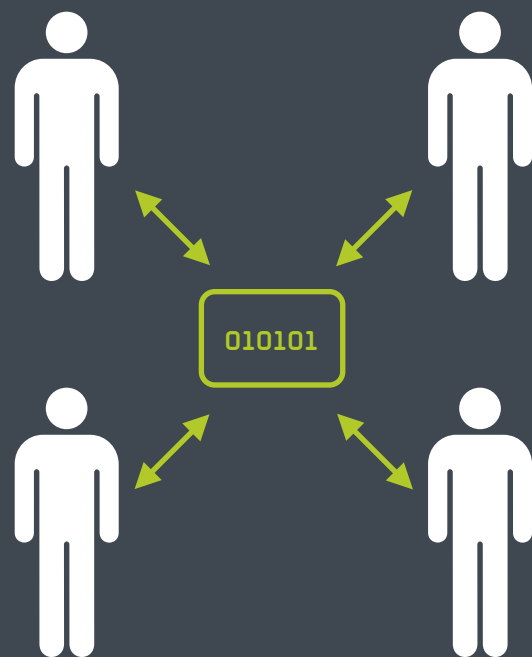
Ubiquitous Computing is...

- numerous, casually accessible, often invisible computing devices
- mobile or imbedded in the environment
- connected to an increasingly ubiquitous network structure

# Development Stages

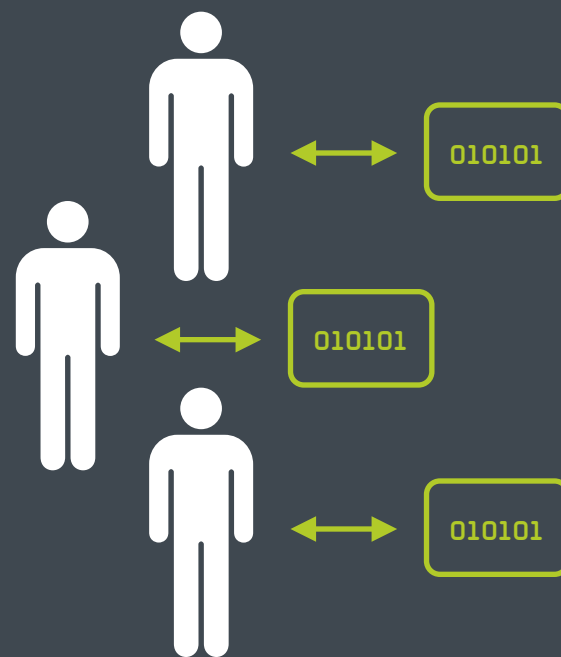
## Mainframe-Era:

one computer,  
many users



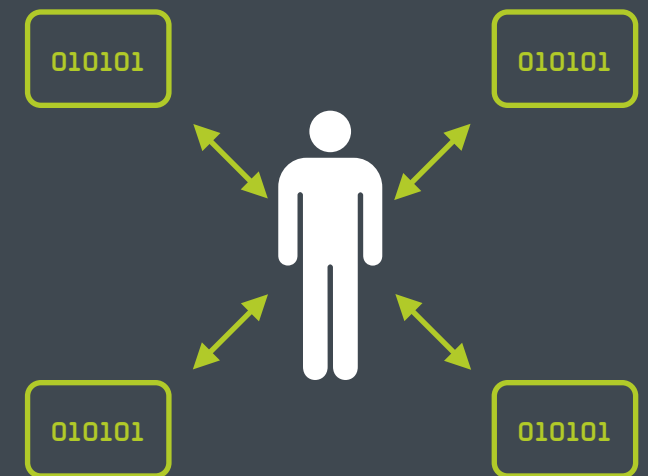
## PC-Era:

one computer,  
one user



## Ubiquitous- Computing:

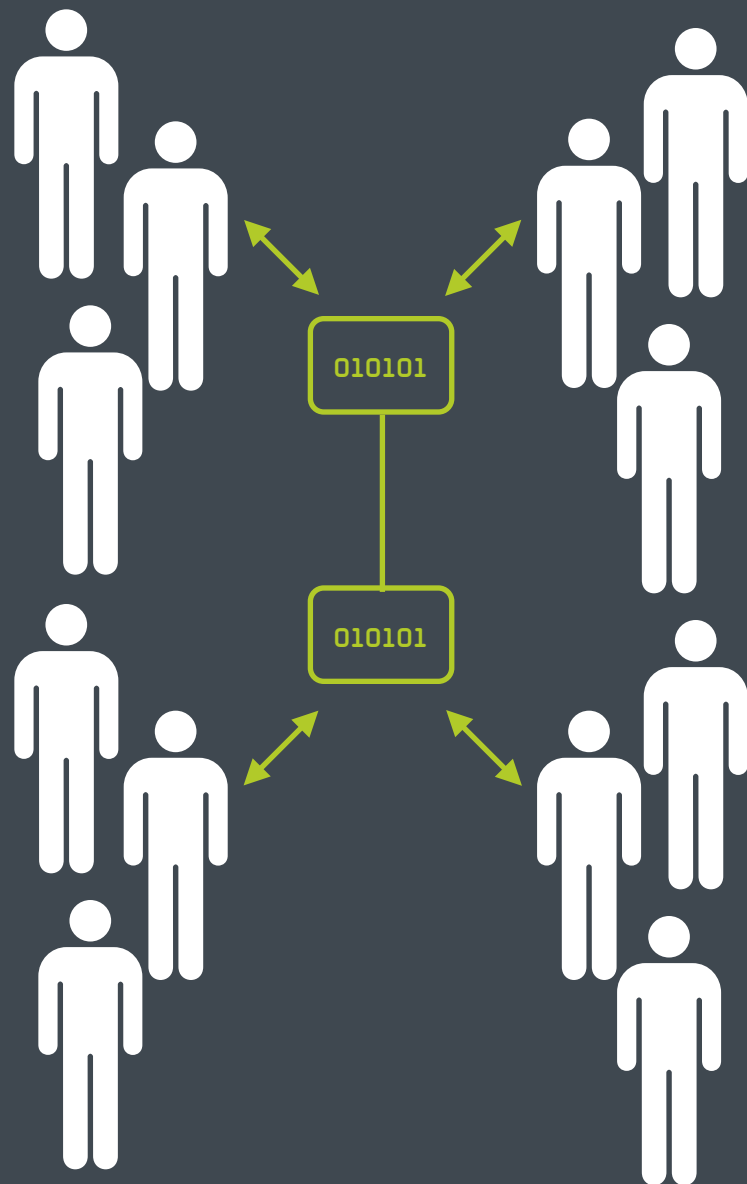
many computers,  
one user



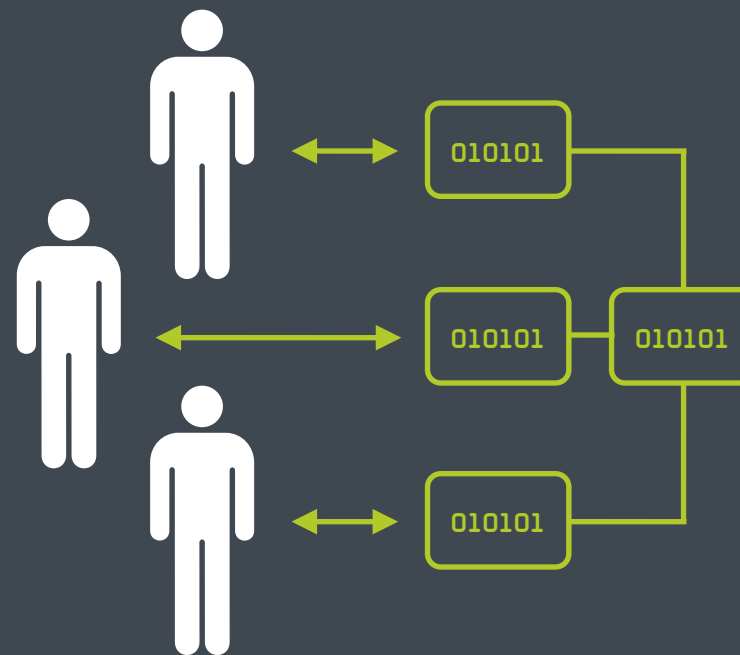


# Ubiquitous Connectivity

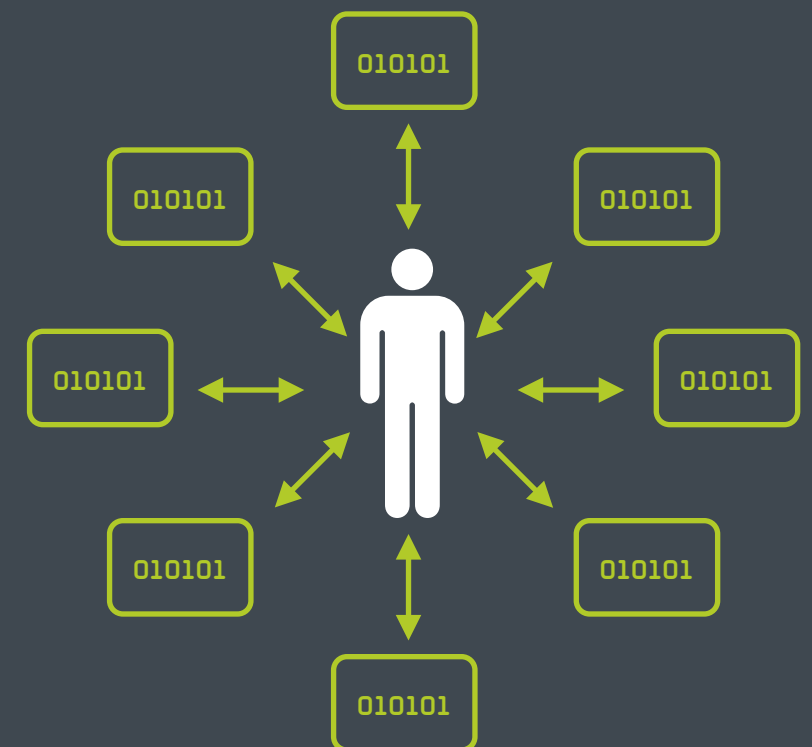
**Mainframe-Era:**  
beginning  
connections



**PC-Era:**  
Internet



**Ubiquitous- Computing:**  
Web of objects



# Overview

- Ubiquitous Computing
- **Technologies pervading Space - Examples**
- Quality Characteristics
- The changing Relationships with the Environment

Technologies are pervading Space

# Example: ETH World - 2000 - Predecessor to Interactive

Goal **Cities**

Projects

Worlds

Competition

Overview

Phase 1

Phase 2

Jury

05	07	06	02	04	01	03
↑	↑	↑	↑	↑	↑	↑
28	17	49	08	13	11	18
42	01	03	05	10	12	15
21	23	24	25	26	29	31
32	36	38	48	33	34	40
41	04	06	07	20	22	27
30	43	37	09	14	16	39
44	46	47	50	02		

[PREVIEW][ZOOM]

Timetable

News & Links

Jobs

Imprint

## PROJECT 3005

1. Prize

### Mitlinks AG

Alexandra Papadopoulos

Urs Suter

Rafael Garcia

### L'Altro

Cyril Brunner

Jakob Schiratzki

### HLS Architekten

Matthias Hauenstein

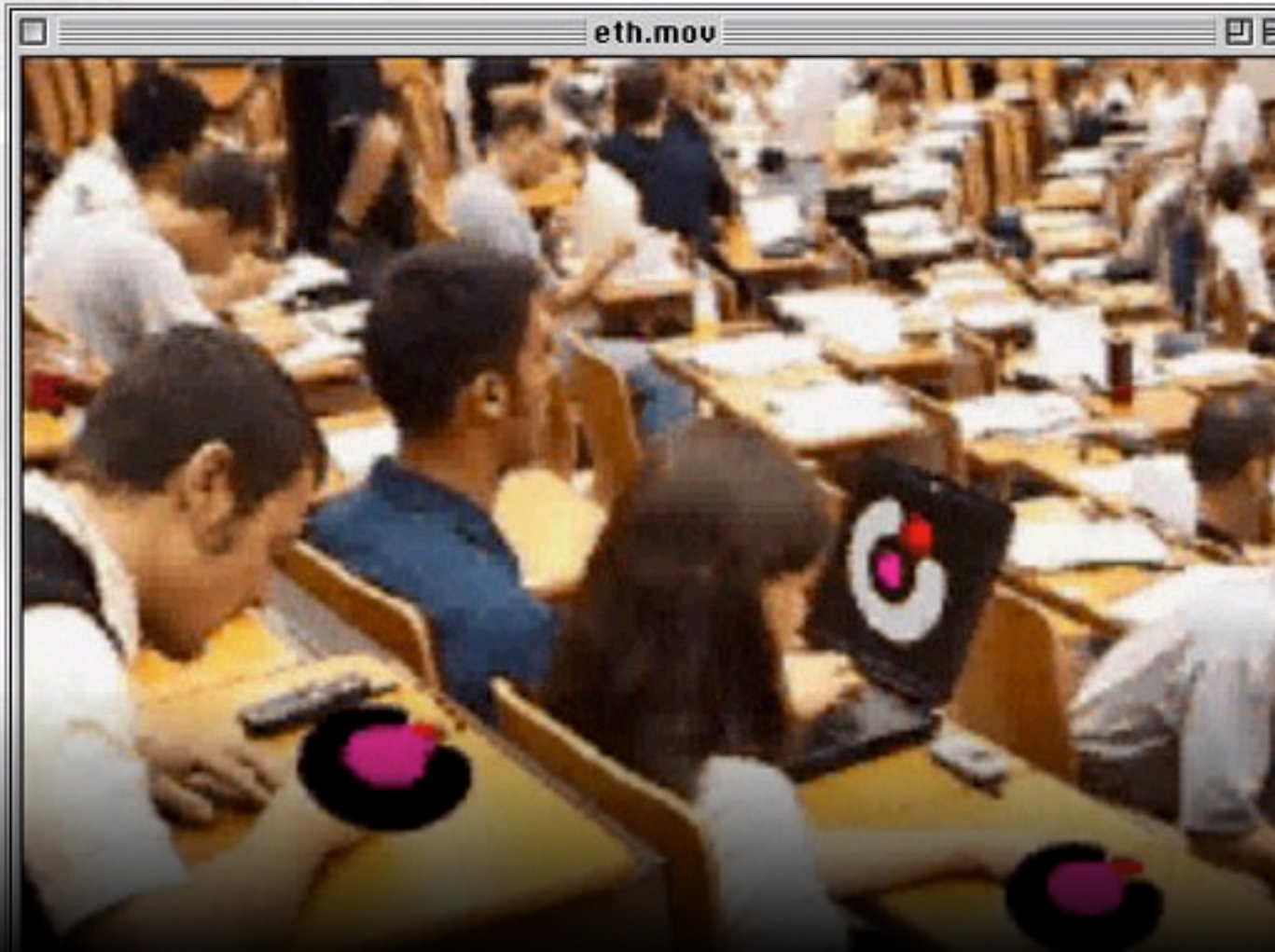
### ETH Zürich, D-ELEK

Daniel Erni



LQ

HQ



### Facts:

28.04.2000

Competition Started

300 parties, 30 countries

phase 1

51 contributions submitted

07.2000

phase 2

7 contributions selected

08.11.2000

Jury decision

13.11.2000

Public Presentation

of the Winner

### Organization:

ETH Zuerich

[Phase 1] Berlin

### Invitation to tender:

.pdf, text(0.4 MB)

.pdf low res. (1.5 MB)

.pdf high res. (9.0 MB)

### Map Legend:

1. Prize

2. Prize

3. Prize

4. Prize

Separate Prize

3. Rundgang (2.Ph)

3. Rundgang (1.Ph)

2. Rundgang (1.Ph)

1. Rundgang (1.Ph)

Nachrücker

1  
1  
1  
1  
1  
1  
9  
1  
24  
17  
1

Technologies are pervading Space

## Example: Proposed ETH World - Worlds in the year 2000

### ETH World:

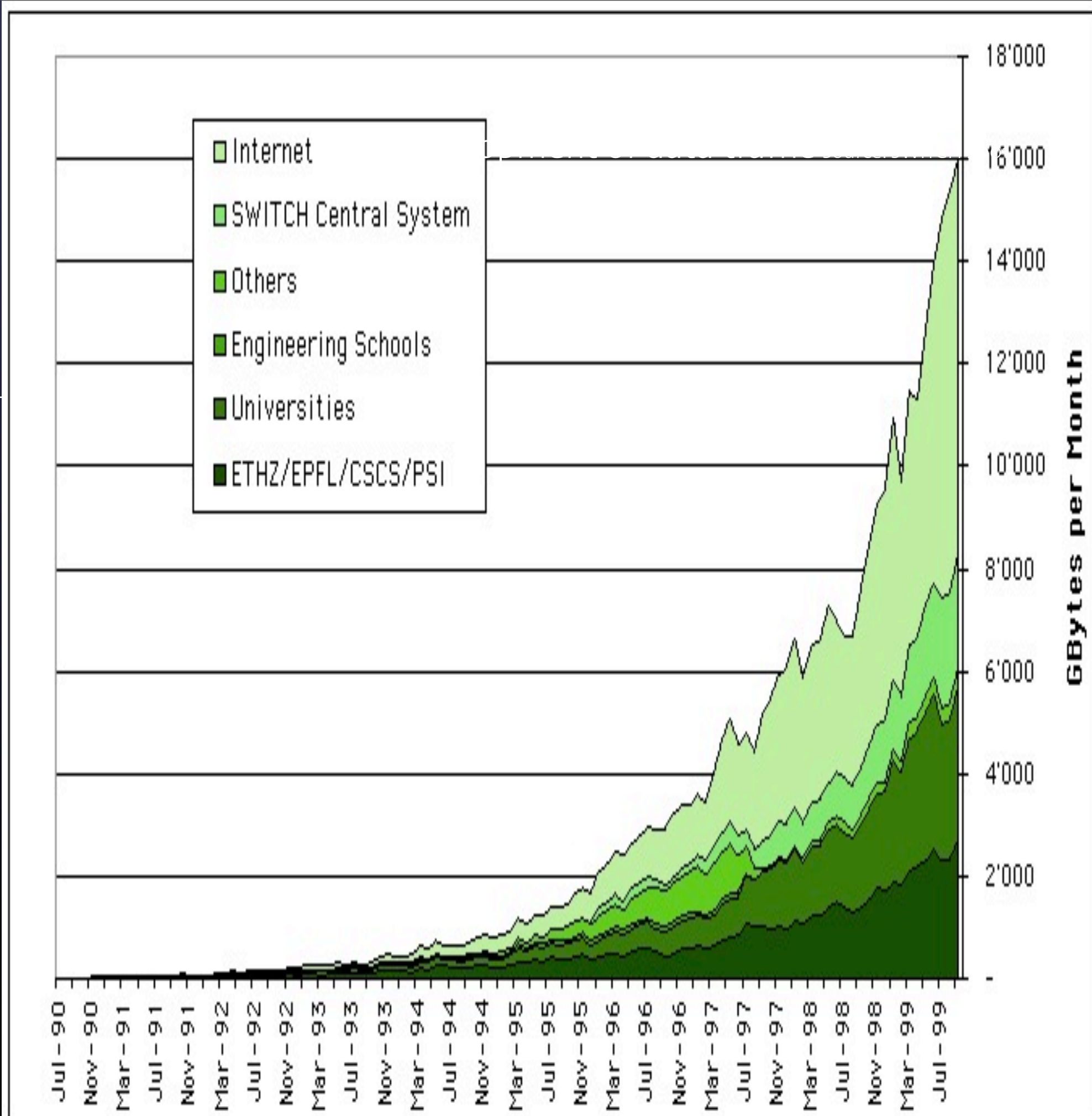
- ETH Learning, Teaching, Research, Service World
- ETH Student World
- ETH Assistant World
- ETH Professor World
- ETH Department Head World
- ETH Administration World
- ETH Alumni World



# ETH World

## Reasons for ETH World: Development of data transfer

Source:  
SWITCH 2001 <http://www.switch.ch>



ETH World

Information  
Technology

"the use of electronic means  
to facilitate the execution  
and coordination of tasks"

Examples in ETHWorld

Tasks: attending lectures, access  
documents, access spaces, etc.

Coordination of tasks: group discussions,  
research collaboration, etc.

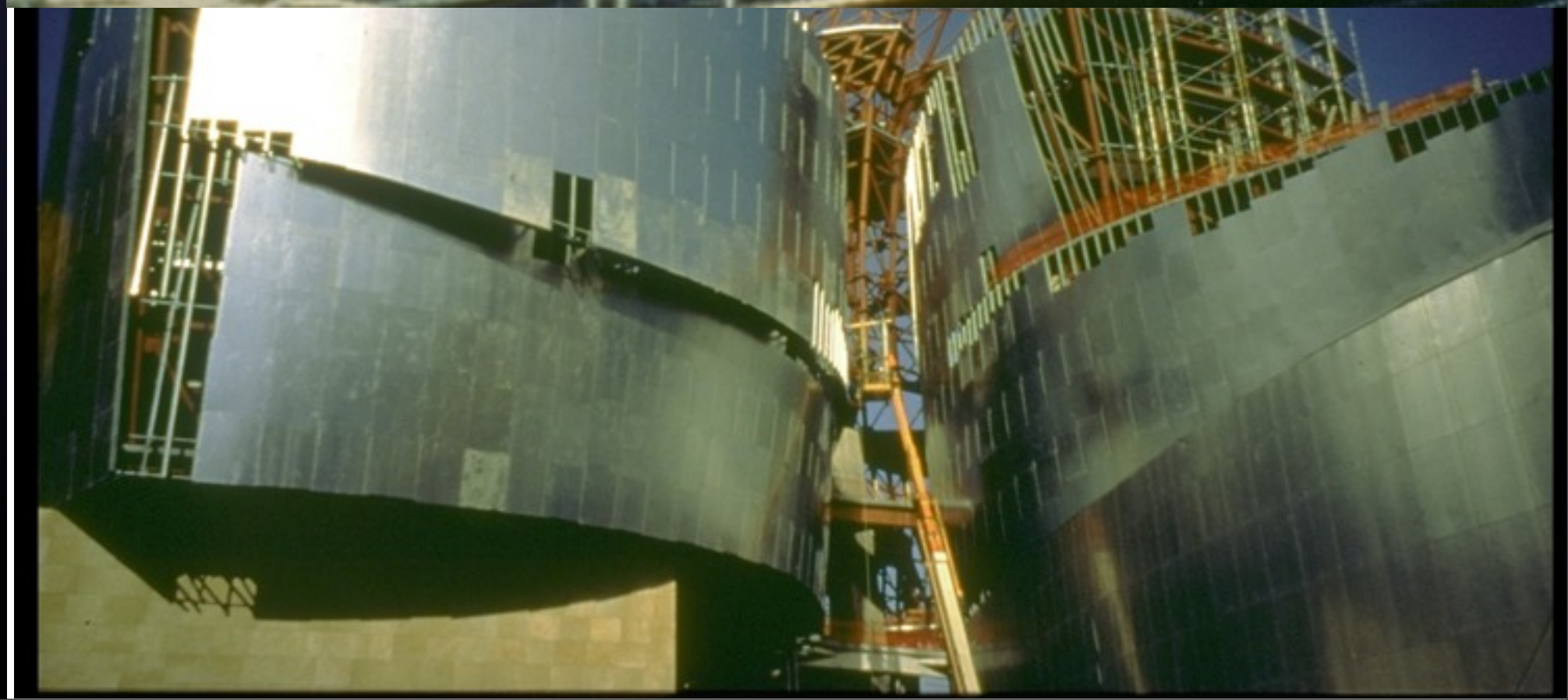




ETH World



All Digital:  
Advanced use of  
IT at any stage  
implies that all  
tasks in all linked  
stages are  
executed in  
digital media



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ETH World

They are central to ETHWorld  
Access beyond the desktop

Mobile, wireless  
components



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ETH World

Swatch watches  
(Swisshouse)

Swissair e>card

Others...



Industry  
applications

Swisshouse:  
registration  
of visitors  
using Swatch  
watches



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ETH World

From “carry-on”  
towards  
“wearable”

From big to  
small...

- Wireless laptop computer
- PDA
- Smart card
- Watch
- Pin
- Textiles
- etc



The users navigate the informationspace like driving a car. The screen of the workstation is built up in real time. The users dive into active information tunnels. Information is pushed towards the user. Information is always experienced as a 3d space. If a flat graphical display is needed then it is a section cut of 3d informationspace. The 0101011 concept maps out 4 specific types of information vehicles. The cell phone - with map and gps - represents the most distributed form of connectivity. People can move freely while being connected. The next level is the configuration of the personal workspace, where complex tasks can be performed, and where the users can connect to workgroups. The third level is that of the immersive and fully interactive cave. Here the users perform changes in real time in 3d models. The cave can connect to other caves to form international working groups. The fourth and highest level is the fully programmable hyperbody, a data-driven structure which changes shape and content in real time.

info-vehicle

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ETH World

## Levels of Input

Human: active interfaces (keyboard, stylus, voice, etc.)

Sensors: passive interfaces (temperature, time, external signals, etc.)

Constant signal, preprogrammed



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ETH World

Challenges...

Miniaturization

Functionality

Design

Security

- Stolen identity
- Access to databases



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ETH World



communication and  
knowledge transfer

# ETH World presence *a wearable device?*

Each member of the ETH community will have the opportunity to receive a mobile device: *The ETHworld presence*

*ETHworld presence* will be a tool to access ETHworld and its global community. It will contain a personal Web server and will allow direct interaction with ETHworld's physical facilities.

A built-in radio interface like Bluetooth and UMTS will allow communication with ETHworld, all existing equipment (laptop, workstation, cellular telephone, or PDA), and the ETHworld accessories. Connected with the accessories, the ETHworld presence will become a complete mobile communication and collaboration device.

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# ETH World

Not everything will be miniaturized

Digital displays and interaction spaces will become part of the physical architecture

The middle will disappear



ETH World: conceptual computer - what will physical presence in ETH World be? (conceptual) physical presence: what is

ETH World

Goals and  
Milestones in  
2000

International competition for  
the design of ETH World  
infostructure

Begin of phase 1 ETH World  
pioneer projects

Planning of prototype wireless  
learning and working  
environment

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ETH World

The  
Projects in  
2001

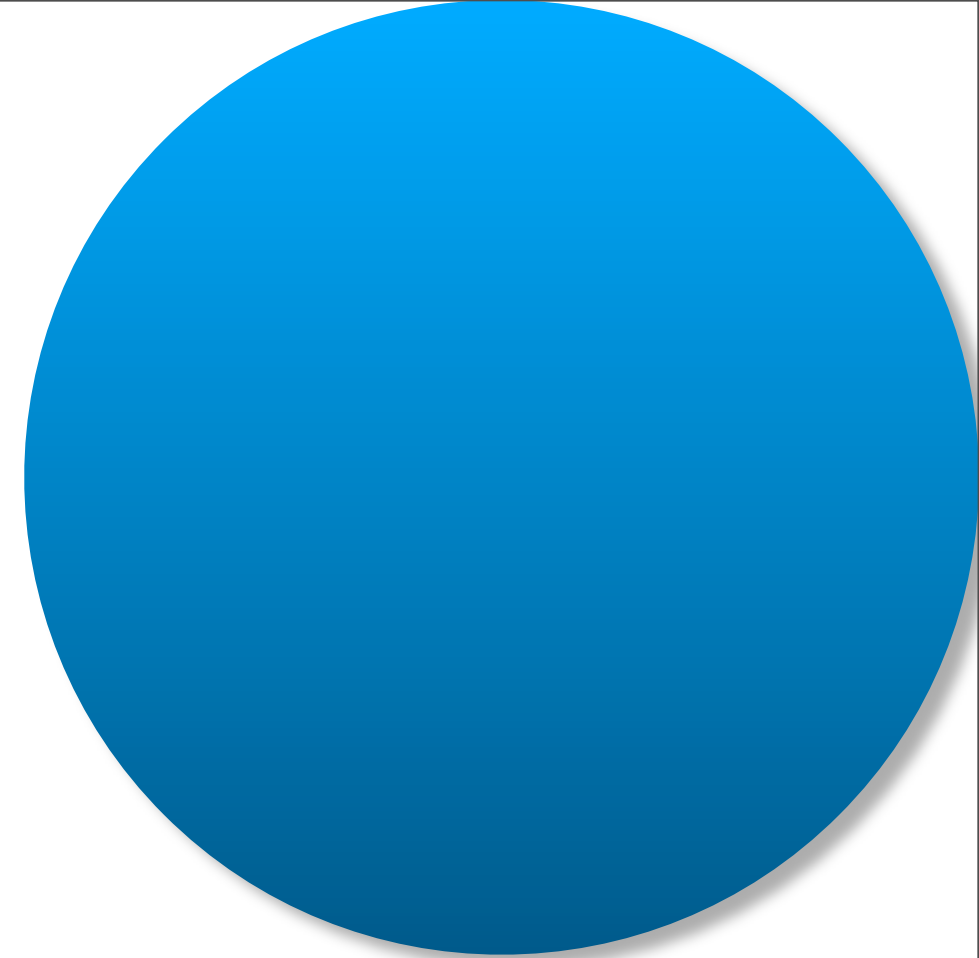
Neptun  
Wireless LAN

Infostructure projects II: Focussed on  
the direct needs of ETH World as  
result of the competition

Implementation of competition  
results I

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ETH World

Probable  
consequences

Re-definition of the status and need  
for research facilities

Re-definition of the status and need  
for teaching facilities

Changes in the role of the  
computing services

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ETH World

## Conclusion - 1

The university of the future will consist of a physical part and a rapidly growing virtual part. Together, they will form the new reality

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ETH World

Conclusion - 2

Future infrastructure planning must consider the virtual part of the university as an integral part from the beginning

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## Probable consequences:

- Development of a new type of communication
- Long-term gains
- Short-term costs



Regionalism will grow

The importance of physical architecture and physical presence will increase as a result of de-materialization and virtualization

The human being will increasingly be the focus of the development



ETH World

Conclusions - 5

ETH World's main goal:  
Make ETH the most  
attractive – physical and  
virtual - place to study and  
do research

[www.ethworld.ch](http://www.ethworld.ch)

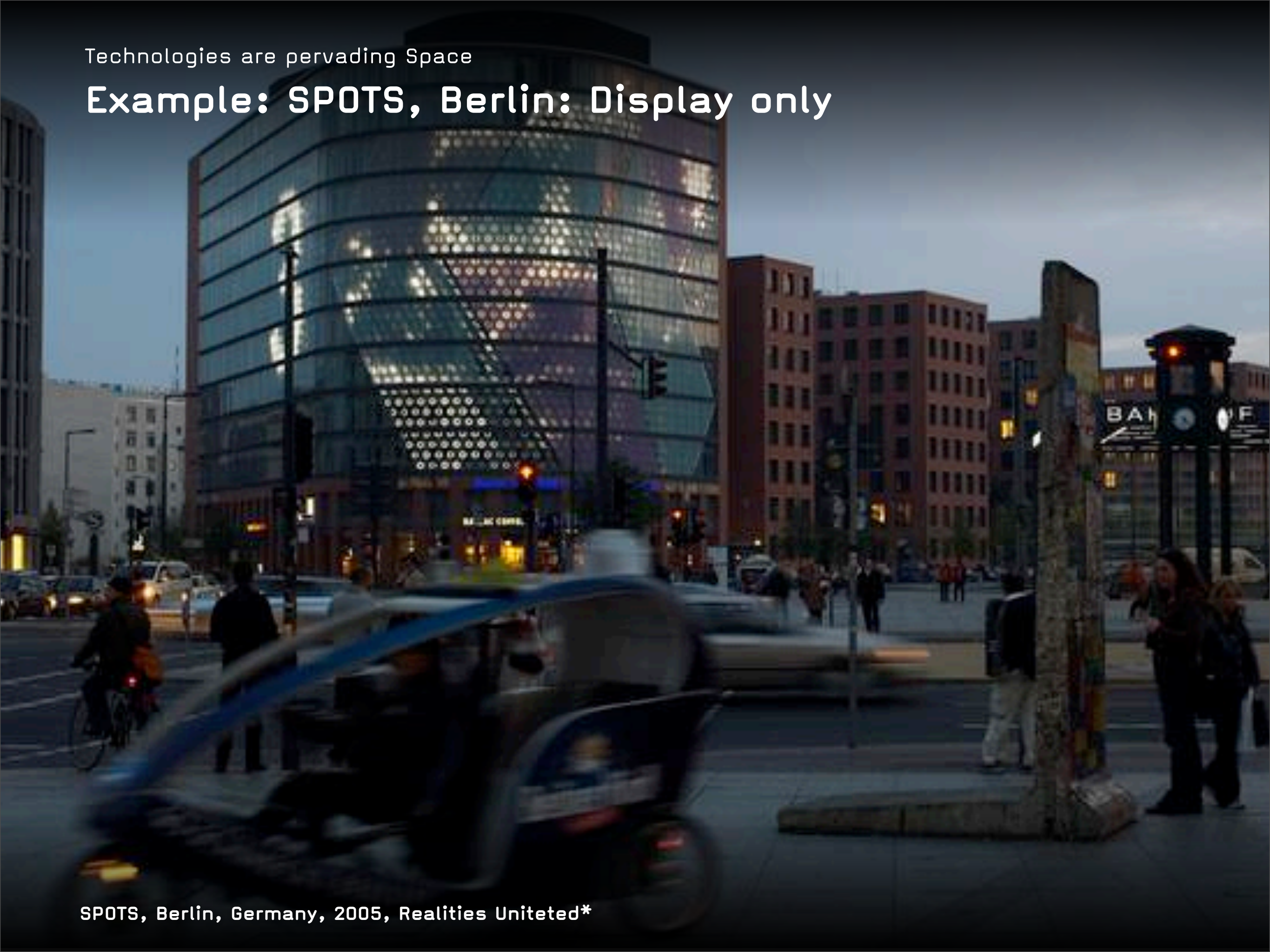
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Technologies are pervading Space

## Example: SPOTS, Berlin: Display only



SPOTS, Berlin, Germany, 2005, Realities Uniteted\*

Technologies are pervading Space

**Example: SPOTS, Berlin**

# SPOTS

SPOTS, Berlin, Germany, 2005, Realities United

Technologies are pervading Space

**Example: under scan, Nottingham, UK**

# Overview

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- Technologies pervading Space - Examples
- **Quality Characteristics**
- The changing Relationships with the Environment



## General Quality Characteristics

We identify five goals of ubiquity, with regards to a service. These goals may be satisfied to varying degrees based on user needs and operating conditions.

- Availability
- Transparency
- Seamlessness
- Awareness
- Trustworthiness

## Availability

Ideally, a ubiquitous service should be available context independent.

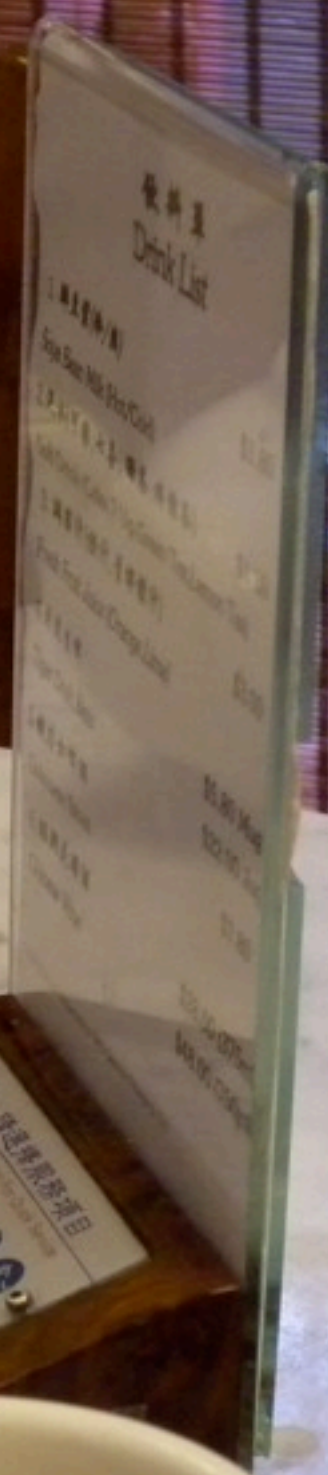
The service should be also available regardless of changes in user status, needs, and preferences.

## Transparency

A good tool is an invisible tool, meaning that the tool does not intrude on the user consciousness.

The user focuses on the task (not the tool) so that she or he can achieve more intuitively and with ease without requiring constant attention and awareness of the underlying technology.









## Seamlessness

The capability of providing an uninterrupted service session under any connection with any device.

The system will recognize the user wherever she or he logs on, on any system, with any equipment, at any time, with the applications in a given state and have them adapt in the best possible way given these surrounding conditions.

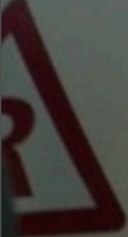
## Seamlessness

Ubiquitous devices extend the human senses by providing greater awareness of the surrounding environment.

By blending into the physical world, ubiquitous computing bridges the gap between the end-user and her or his surrounding.



EIRIP



新加坡

ENVIRONMENTAL SERVICE

Singapore  
Environment  
Service

## Trustworthiness

Mutual trust must be established between different entities in an ubiquitous environment in the sense that each entity is assigned a trust value based on its behavior.

An entity can be a device, a service or a user.





6748 9911 (24-hr)





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CAR

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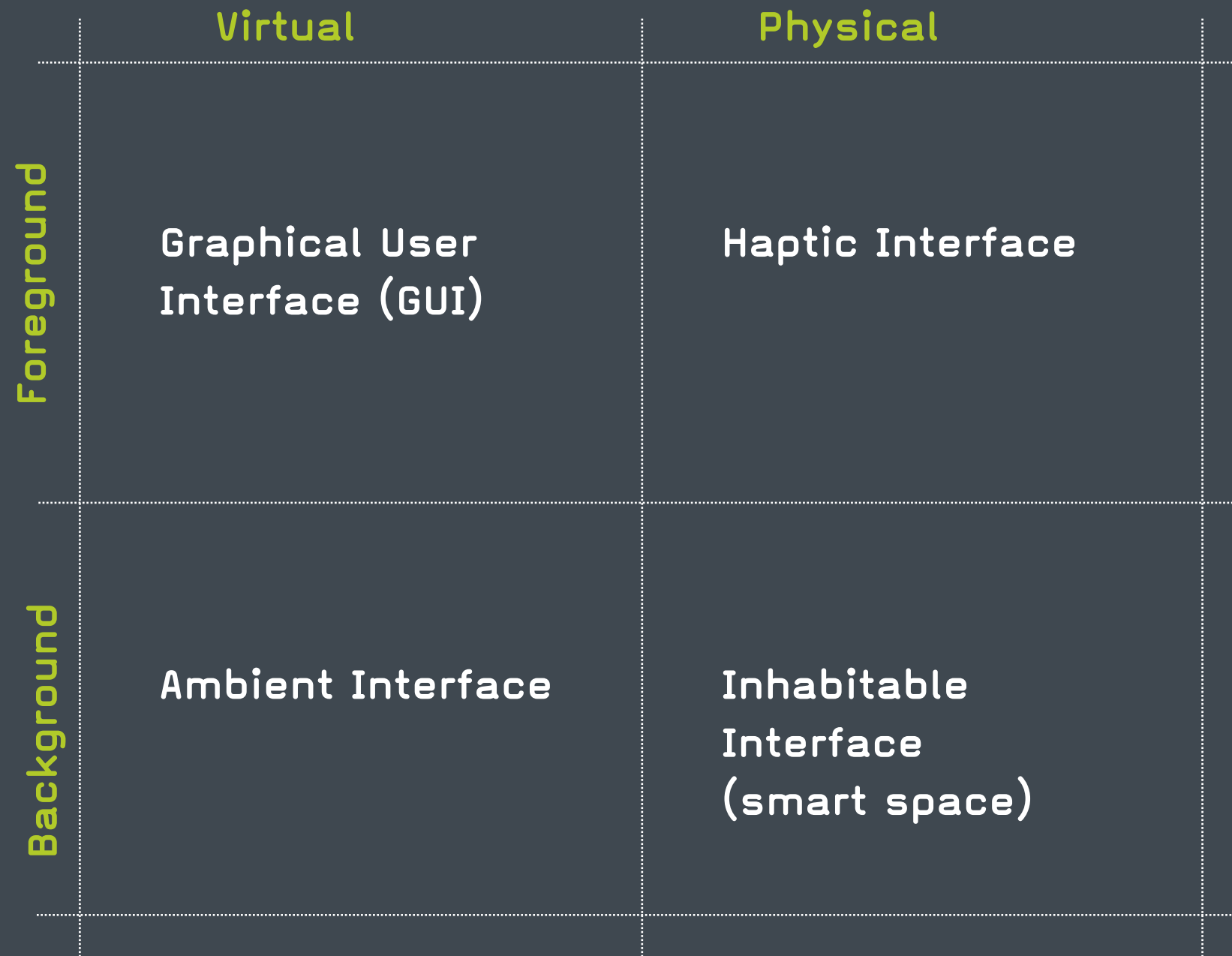


# Overview

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The changing Relationships to the Environment

# From GUI to smart Space







The changing Relationships to the Environment

## Why should we look at UbiComp?

There is a paradigm shift from cyberspace to pervasive or ubiquitous computing

Digital technology moves out of the screen into our daily life

Ubiquitous computing and total connectivity begin to have an impact on personal decisions

[Latest News](#)[CO2 Offset Calculators](#)[Basket is empty](#)

Need help or advice? Please feel free to contact us on  
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**Top Performing Retail Offset Provider**  
Clean Air - Cool Planet Report

## Carbon Footprint Calculators

To calculate and offset your carbon emissions, simply select the relevant calculator from the list below.

FLIGHTS



HOUSEHOLD



CAR



RAIL



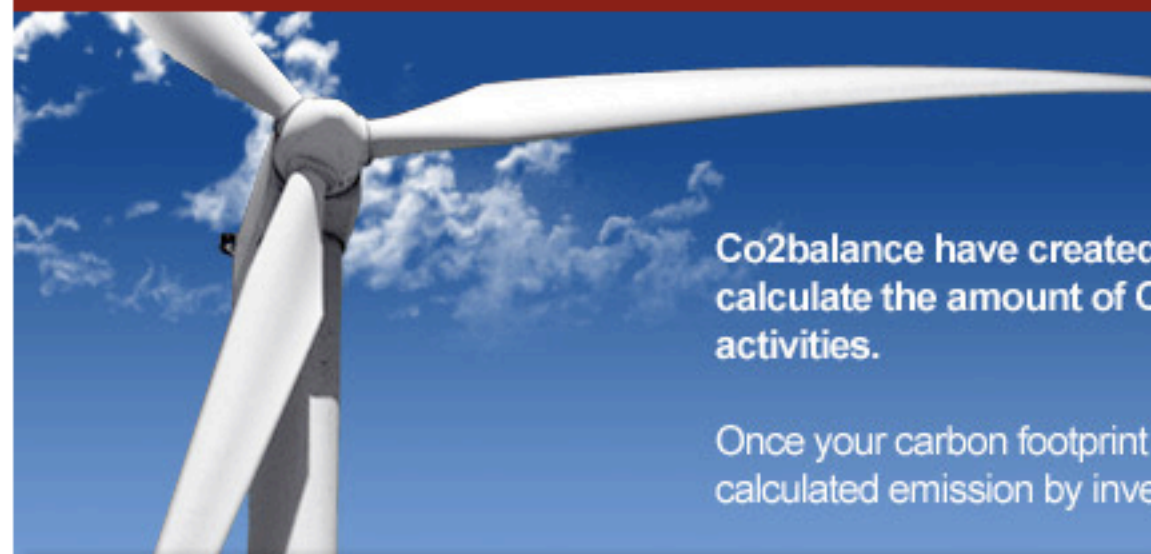
KNOWN  
EMISSIONS

CO<sub>2</sub>

BUSINESS  
EMISSIONS



## Carbon Footprint Calculators



Co2balance have created a variety of carbon calculators that calculate the amount of CO<sub>2</sub> (carbon dioxide) created by various activities.

Once your carbon footprint has been calculated, you can offset the calculated emission by investing through us in one of our many projects.

## Air Travel Carbon Dioxide Emission Calculator

Please enter your flight details below to calculate the co<sub>2</sub> emissions for your journey

Depart from:

Switzerland

Zurich

Arrive at:

Singapore

Singapore, Changi

Is your journey ☐ one way, or ☒ return?

Number of persons travelling

Calculate

co2balance. Working with...



**DEVONSHIRE  
MOTORS**





Need help or advice? Please feel free to contact us on  
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FLIGHTS



HOUSEHOLD



CAR



RAIL



KNOWN  
EMISSIONS

CO<sub>2</sub>

BUSINESS  
EMISSIONS



co2balance. Working with...



## Carbon Dioxide Emission Calculators

[Calculators](#) > [Air Travel](#) > [Choose Project](#)

### Offset your Air Travel

Total CO2 Emissions : **4.72 tonnes**

To offset this will cost : **Price dependant on chosen Project**

### Choose Your Carbon Offset Project



#### Kenyan Energy Efficient Stoves - Wood Fuel

**£42.48** at £9.00 per tonne

[View Project](#)

[Select Project](#)



#### Kenyan Energy Efficient Stoves - Charcoal Fuel

**£47.20** at £10.00 per tonne

[View Project](#)

[Select Project](#)



## Kenyan Energy Efficient Stoves - Wood Fuel

co2balance is working with local social groups in East Africa to replace the use of open fires for cooking with energy efficient cooking stoves. Our energy efficient stoves are made entirely in East Africa and utilise the 'Rocket stove' technology which offers a good balance between cost, life expectancy and efficiency. These stoves reduce firewood consumption by half and save in the region of 3 tonnes of greenhouse gas emissions a year, 15 tonnes over the 5 year life span, in comparison to traditional cooking methods.



In addition to the saving in greenhouse gas emissions, the reduced need for firewood and the burning of rubbish leads to a corresponding reduction in the amount of time spent collecting cooking fuel. The recipients of the energy efficient technology also gain considerable co-benefits such as reduced costs and a considerably improved environment from a health and safety perspective.

This is another example of co2balance seeking projects with a wide range of additional benefits to the receiving community, including health, financial, social and environmental. In this way, we can maximise the project's achievements beyond simple carbon saving.

maximise the project's achievements beyond simple carbon saving.

the receiving community, including health, financial, social and environmental. In this way, we can

This is another example of co2balance seeking projects with a wide range of additional benefits to

Von Zürich, Switzerland

Datum 27-03-2009

Wählen

Nach Tel Aviv-Yafo (TLV), Israel

Zeit 08:00

-

+

Suchen

Optionen

Flughafen wählen  
Währungsauswahl  
Pw-Fahrt anpassen  
Transfer-Auswahl

Favoriten

Permalink

























Feedback

Anregungen begrüßt!

### Achtung

- Keine Informationen über Flughafentransfers in Tel Aviv-Yafo (TLV) gefunden. Bitte beachten Sie, dass diese Informationen nur für Flughäfen in Europa verfügbar sind.

Suche von Zürich, Switzerland nach Tel Aviv-Yafo (TLV), Israel am 27-03-2009 um 08:00

...	...	VIA	TRANS	ZEIT	CO2	PREIS		
+	23:07!	16:25	Munich (MUC)	 	15h18	469kg	EUR 430,15	 Tickets kaufen
+	22:09!	16:30	Milan (MXP)	 	16h21	472kg	EUR 419,65	 Tickets kaufen
+	8:01	15:30	Zürich (ZRH)	 	5h29	484kg	EUR 1135,85	 Tickets kaufen
+	20:55	4:30!	Zürich (ZRH)	 	5h35	484kg	EUR 1584,30	 Tickets kaufen
+	11:09	4:15!	Milan (MXP)	 	15h06	485kg	EUR 285,76	 Tickets kaufen
+	11:09	2:55!	Munich (MUC)	 	13h46	487kg	EUR 742,85	 Tickets kaufen
+	7:46	15:30	Zürich (ZRH)	 	5h43	487kg	EUR 1136,70	 Tickets kaufen
+	20:46	4:20!	Zürich (ZRH)	 	5h43	487kg	EUR 1136,70	 Tickets kaufen

Think:

What would be the equivalent calculator for the design and construction of Architecture?

Could you program and compute this for design?

Could you offer equivalent CO2 offsetting projects?

Do you know the ETH North-South Center?



The changing Relationships to the Environment

## Why we should look at UbiComp

### Statement 1/5

Many developments in information and communication technology originally invented for industries have later become part of our daily lives - and will continue to do so.

The changing Relationships to the Environment

## Why we should look at UbiComp

### Statement 2/5

Many everyday objects become ,smart‘ by adding information technology to collect, save, use and exchange data.



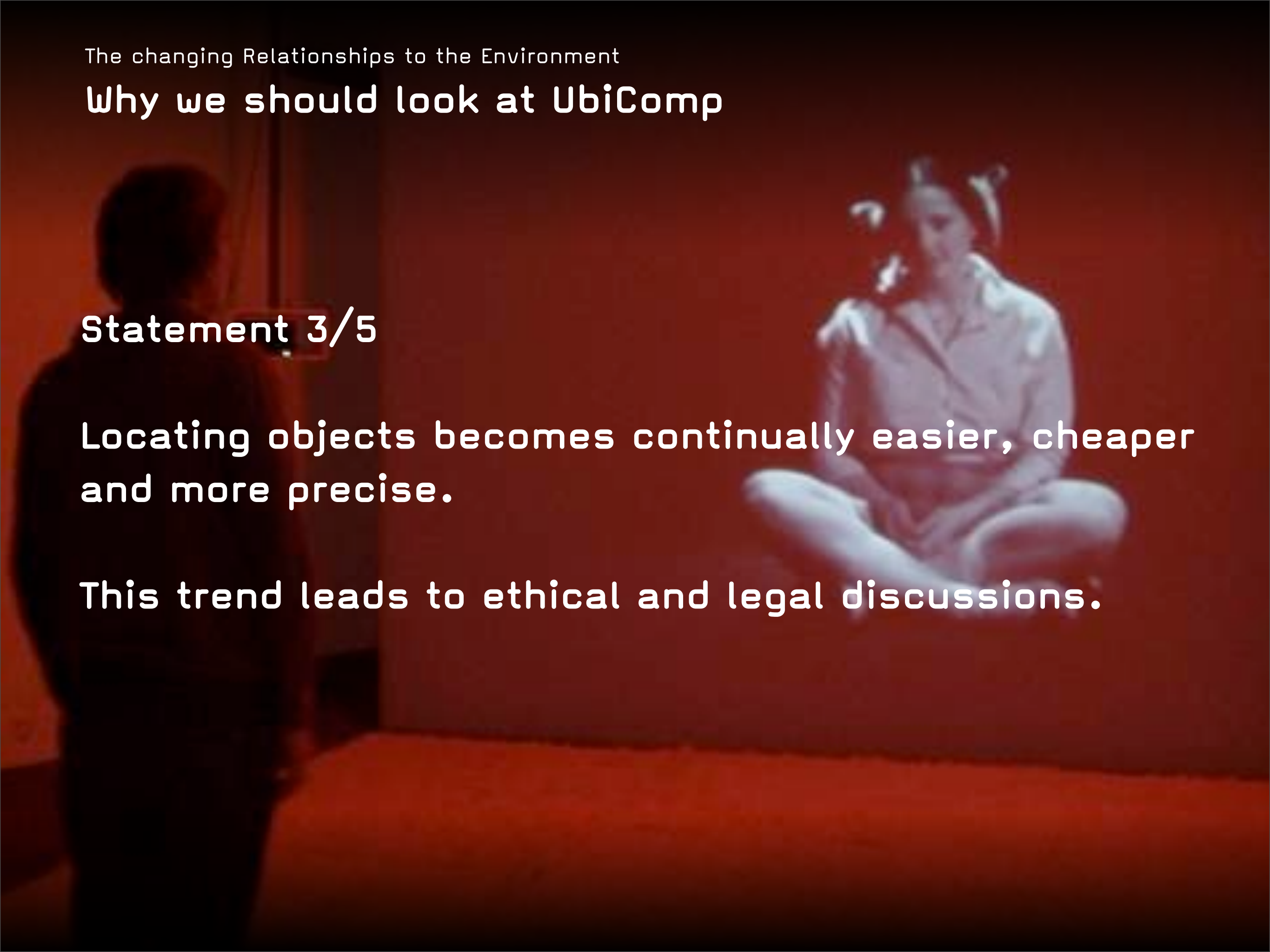
The changing Relationships to the Environment

## Why we should look at UbiComp

### Statement 3/5

Locating objects becomes continually easier, cheaper and more precise.

This trend leads to ethical and legal discussions.



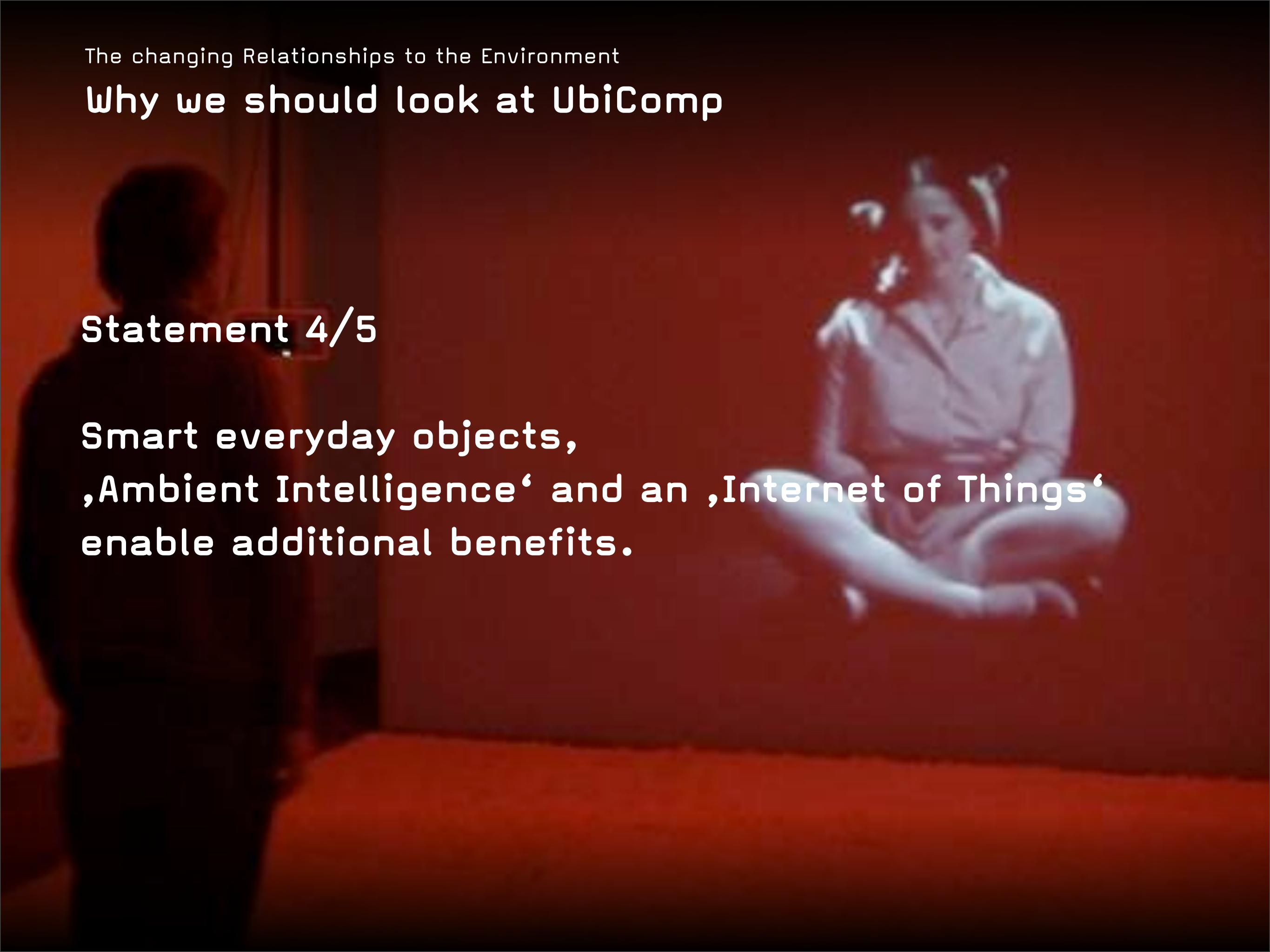


The changing Relationships to the Environment

## Why we should look at UbiComp

### Statement 4/5

Smart everyday objects,  
,Ambient Intelligence‘ and an ,Internet of Things‘  
enable additional benefits.

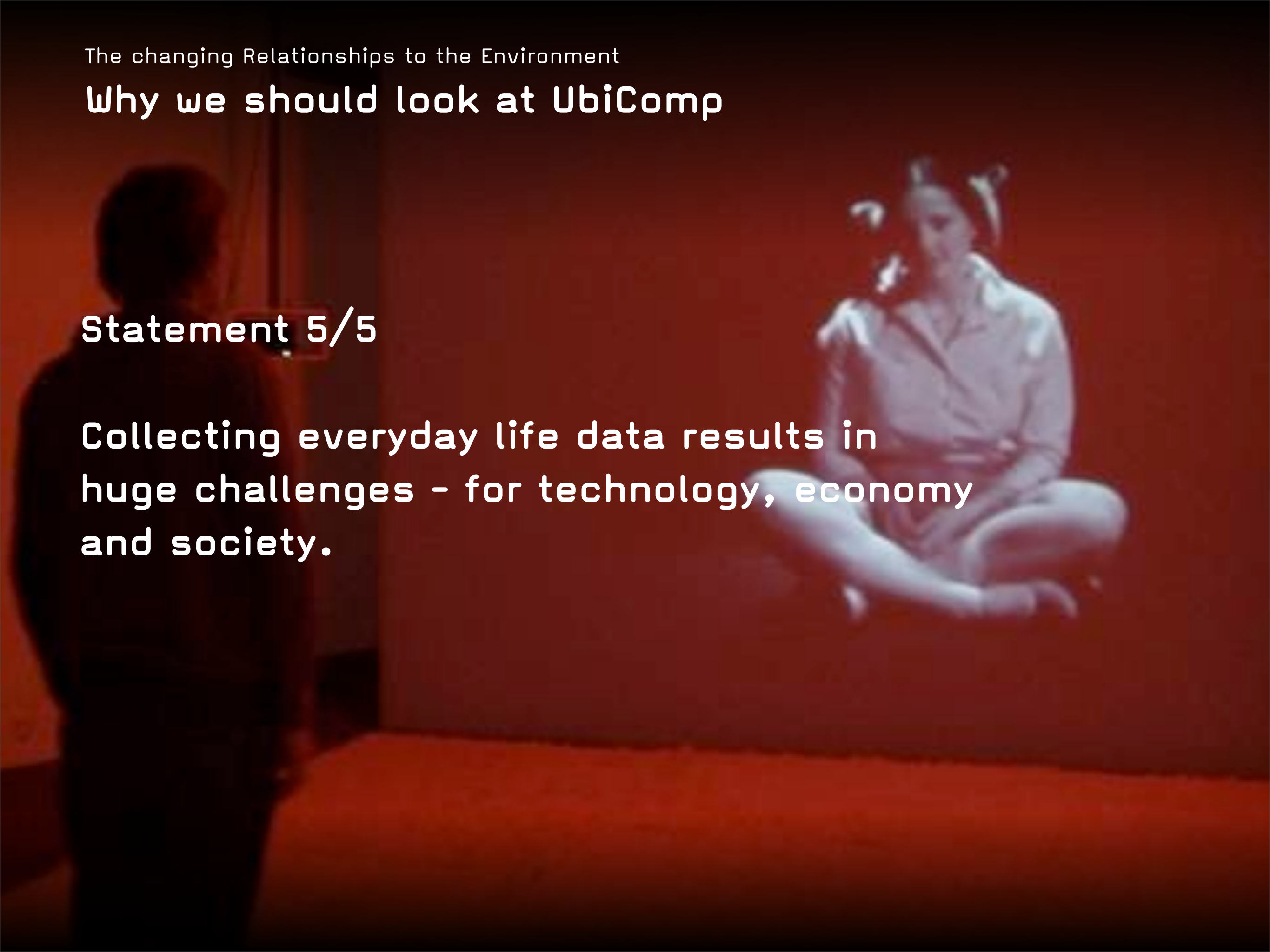


The changing Relationships to the Environment

## Why we should look at UbiComp

### Statement 5/5

Collecting everyday life data results in huge challenges - for technology, economy and society.











eBay  
PayPal

skype

89 Neil Road

Neil Rd



The background of the slide is a photograph of a tropical landscape at dusk. The sky is a deep blue with scattered white clouds. The sun is low on the horizon, creating a bright glow that filters through the clouds. In the foreground, there are silhouettes of various trees, including several tall palm trees on the right side and some broader-leafed trees on the left. The overall mood is serene and natural.

The changing Relationships to the Environment

## Why we should look at UbiComp?

Eventually, ubiquitous computing will allow the re-creation of physical objects in real space and the interaction of humans with these objects - whether they are people, architecture, or information objects. In some areas of daily life, ubiquitous computing is already here.

Chair for Information Architecture | FS2009

# Podcast Information Architecture

<http://www.ia.arch.ethz.ch/teaching/fs2009-lecture/>



Chair for Information Architecture



# Sources

10: ETH Zurich

11: <http://www.youtube.com/watch?v=4IbAQ1K8X94>

12: <http://www.spots-berlin.de/de/galerie/impressionen.php?col=0&expo=104>

13: <http://www.youtube.com/watch?v=047K74NOUQM>

26: <http://www.blinkenlights.net/>

27: [http://www.youtube.com/watch?v=\\_nIpyou3lvq](http://www.youtube.com/watch?v=_nIpyou3lvq)

28: [http://www.lozano-hemmer.com/imagrlh/rpics/uscan/1\\_girl\\_05\\_seq1.tif](http://www.lozano-hemmer.com/imagrlh/rpics/uscan/1_girl_05_seq1.tif)

29: <http://www.youtube.com/watch?v=GQxLcxQAv0Y>

40: <http://www.ubicomp.org/ubicomp2006/11.jpg>

41-45: unknown source

46: <http://www.flickr.com/photos/sveinhal/2676746354/>

61: <http://www.flickr.com/photos/sveinhal/2676746354/sizes/l/in/set-72157602397020671/>