



## **ATOS IT Challenge 2015, with the partnership of EEBUS**

**Idea Name:** EASE - Your Home in Your Hands

**Idea Description:** EASE, as it sounds, aims to facilitate people's interactions with their homes. It provides the user with the most fitted workflow to perform a task by taking account of the abilities of home devices and their ecological impact. By using habit learning, EASE also filters and forecasts tasks and their solutions. As the solution has been proposed, EASE can suggest the user to check for the best smart devices sold in the market in terms of efficiency and connectivity; and business services such as food delivery and online purchasing to give more options and flexibility.

This prototype only focuses on the generation of proper workflows, and the launch of tasks.

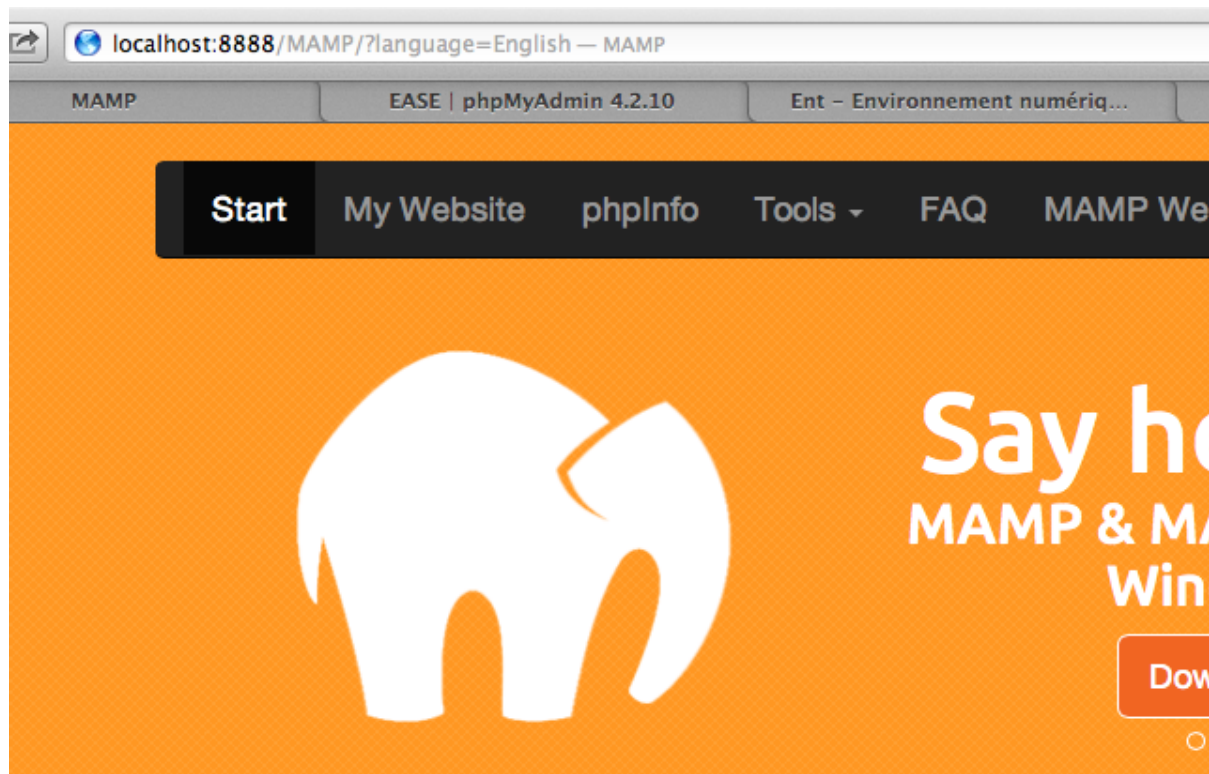
**Team Name:** EASE

**Team Members:** RONG Han, TALEB Aladin, HE Lei

### **How to build app:**

The server is not available online, you have to launch it on your own computers. Here is a short tutorial.

1. You need an app-server-database platform like MAMP(for Mac), LAMP(for Linux) or WAMP(for Windows).
2. Create a database with xAMP (it can be called EASE), then get the login informations on the webstart page



## PHP

[phpinfo](#) shows the current configuration of PHP.

## MySQL

MySQL can be administered with [phpMyAdmin](#).

To connect to the MySQL server from your own scripts use the following connection parameters:

Host	localhost
Port	8889
User	root
Password	root
Socket	/Applications/MAMP/tmp/mysql/mysql.sock

you have to configure your database connection in our source code:

atos-EASE/EASE-server/config/connections.js

find the code line :

```
localMysql: {  
  adapter: 'sails-mysql',
```

and replace it with your information of xAMP, just be sure the database is MySQL.

4. Once the sails framework is installed on your computer, use the terminal to get into the root of our source code, and then change to the directory : EASE-server.

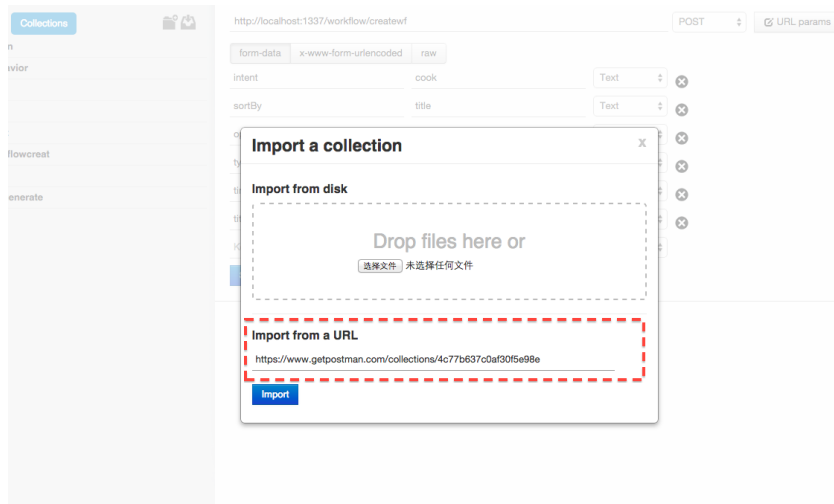
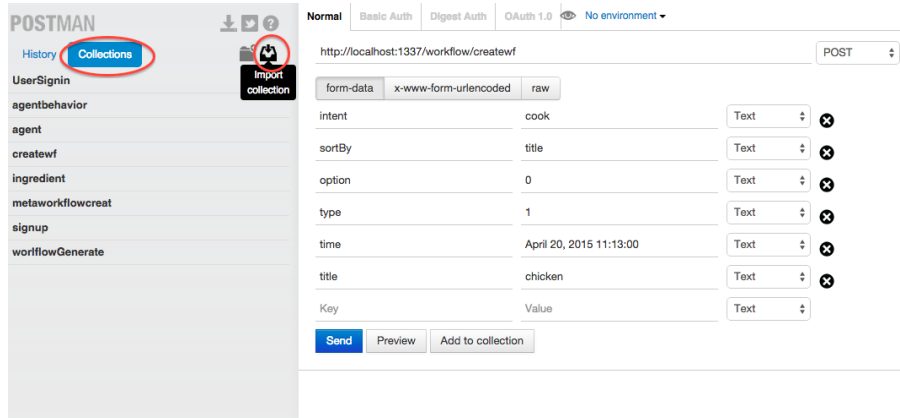
5. Before starting the server, be sure that MAMP is on. Start the server by typing `sails lift` in the command line

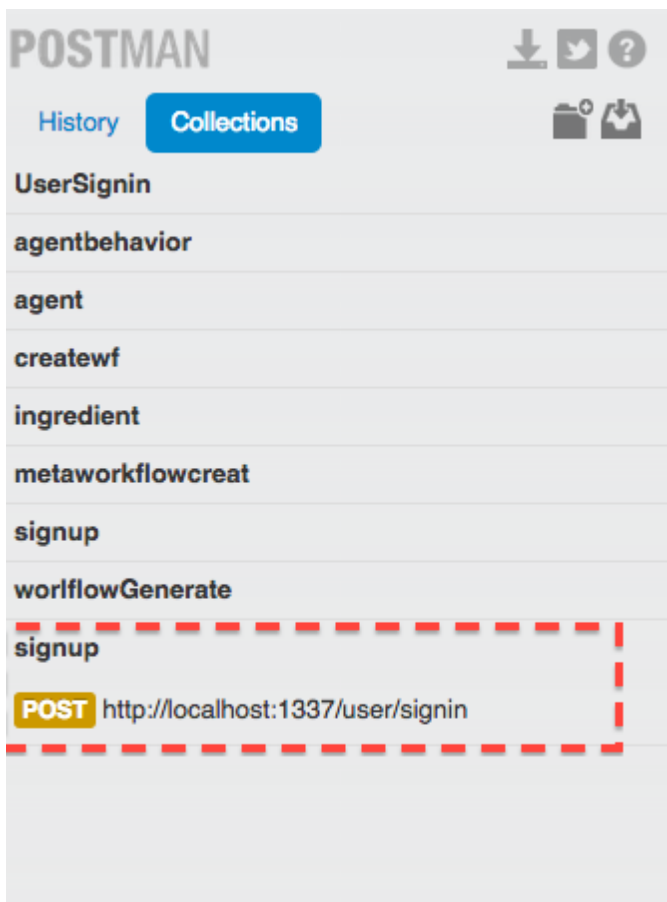
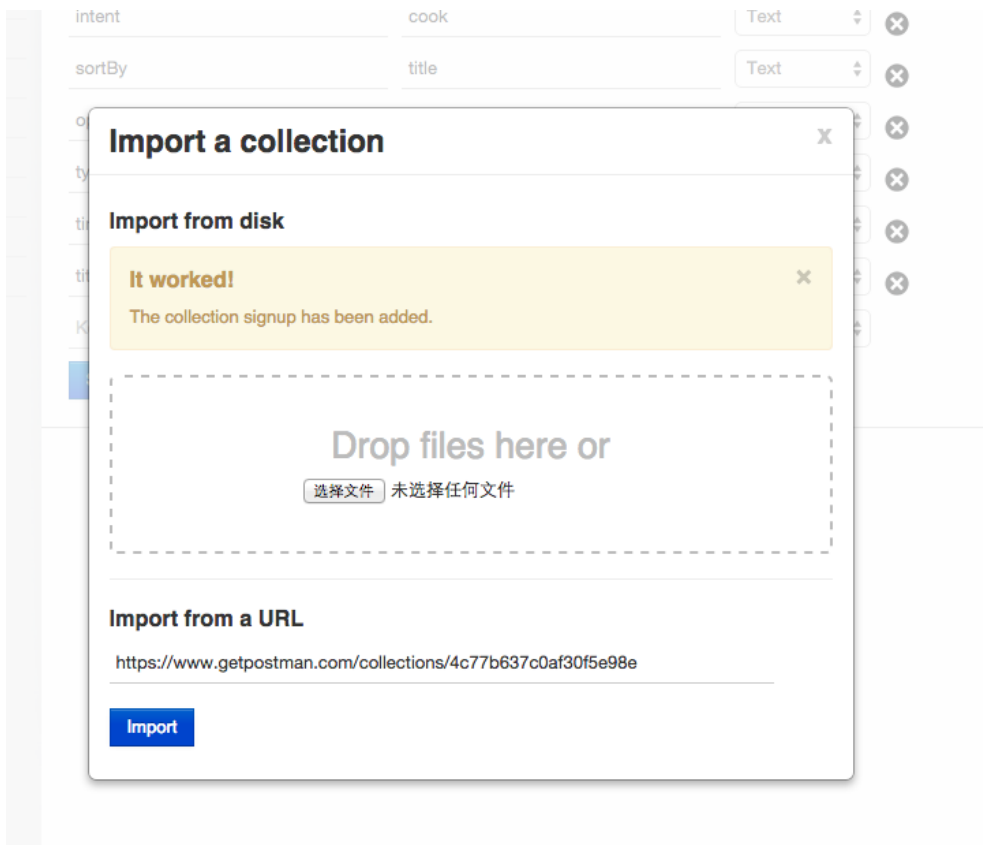
debug: -----

6. Insert some sample data into the database to have fun with EASE: to do this part, please refer to the file : data\_import\_postman.json in atos\_EASE directory.

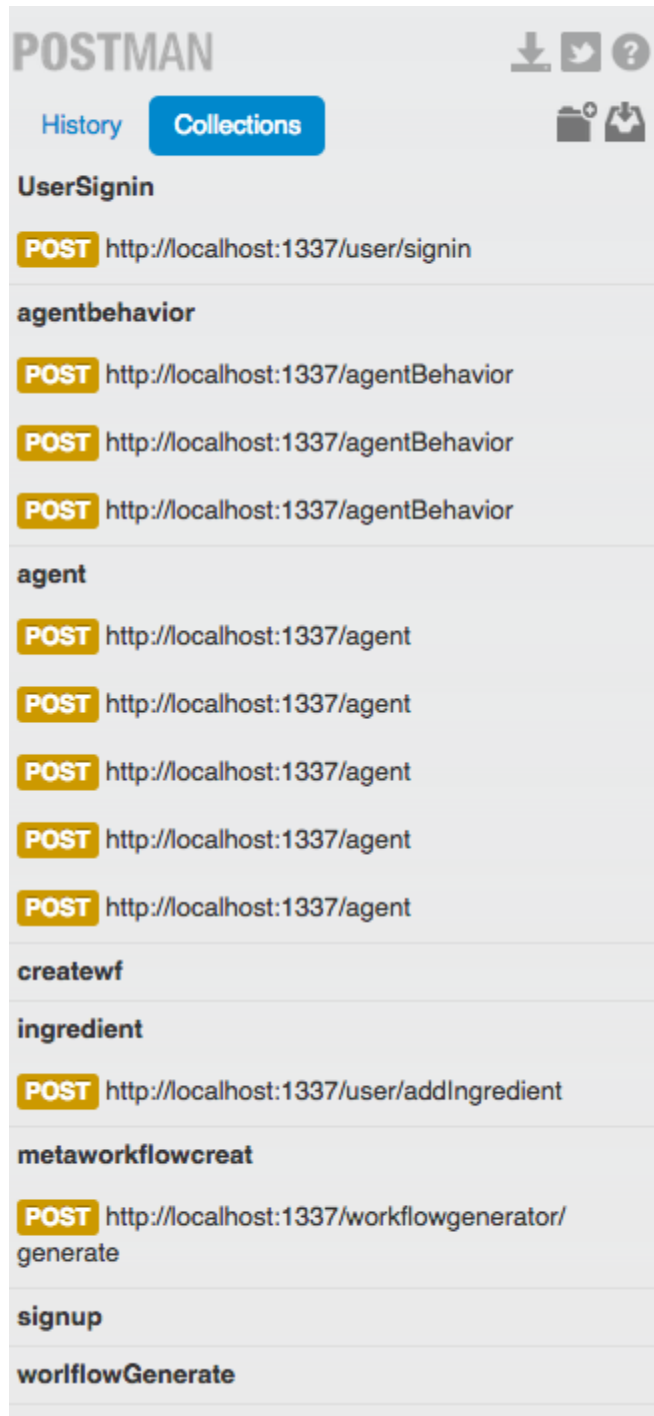
Example for inserting collection of request on postman:

- Get into the collection tab and click on the icon to import collection
- A window will pop up demanding a file or url . In our case you should put each url in data\_import\_postman in the field for url.
- The importation works if you got the same thing as shown in the window
- You will have a new signup collection tab





7. At the end of importing collections, you will have 8 collections shown like in the picture below, send some of the requests following the guide (there is an order to follow) in *data\_import\_postman.json*



8. Then it's time to simulate EASE and cooking devices. With the recipe we offer, you need 4 different devices: oven, ricecooker, ricecooker2, microwave. We simulate them with 4 different HTML page. You can get access to them by typing the proper URL in your browser:

<http://localhost:1337/ricecooker.html>

<http://localhost:1337/oven.html>

These pages are connected with the server by socket, **open them all** before you start a task in an application, especially if you don't know which task is done by which agent. Once a task begins, the corresponding device in the HTML page will start and show the time left before the end of this task.

**Platforms:** iOS

**Devices supported:** iPhone with iOS 8.2 or superior. Tested mainly on iPhone 6 with OS 8.2

**Architecture vision:** There are four main roles existing in our architecture: app, server, smart devices and of course users. App is an interface between users, server and the smart devices. It not only affords propositions to users when they want to do something but also controls the connected smart devices to carry out some workflows. Server will do the filter job or probably some calculations and communicate with users and devices. Devices normally execute the tasks and send feedbacks to users regularly.

**Uses cases:** Generally speaking, the most complex procedure we meet often at home in our life is to cook something. Compared to other workflows, a kitchen workflow has more steps, including the preparations and different phases of cooking. Otherwise a workflow like “Make a coffee”, “Turn on the air-conditioner” or “start the laundry” seems to be rather simple to carry out. Hence, we often cite kitchen use cases in our application to present the main fonctionnalites.

Here is an example: A user wants to cook a chicken at 18h00. To start with, he types “cook a chicken at 18h00”. The application will propose several different ideas to cook a chicken, which can be sorted according to some parameters. App will check of course whether the workflow could be done with using the devices the user possesses. After the user chooses one, app will see if this workflow is possible to be done around the wanted time according to the agents’ timetables. Once the workflow is validated, the user could follow the steps shown in the app to achieve the goal. If all the steps could be done by smart devices, users could even launch them remotely and the workflow will have be done by the time you wanted.

**Does the app use any external API?. If yes, which one?**

The app uses the Wit.ai API (<https://wit.ai>) to do the natural language processing. The algorithm is run on their own server.

**Does the app use any open source library? If yes, which one?**

Server-side : We used Sails.js, an open source library which allowed us to use a MVC design pattern.

It’s based upon other open source libraries such as

- Node.js : the main server
- Socket.IO : to communicate via socket
- Waterline : a middleware for database
- Blueprint : to easily make REST API
- Grunt
- etc ...

Client-side : The iOS App contains many open source controls, most of which are listed in the cocoapod file.

- AFNetworking
- Socket.IO-Client - This library allows the App to communicate with the server via Websocket. Unfortunately, it is still buggy.
- MZFormSheetController
- RESideMenu
- XLRemoteImageView
- JTCalendar



- ...

### **Media material**

Here is a video to setup the webserver, with a demo of the app

<https://www.youtube.com/watch?v=zrJdpKEZLUo&feature=youtu.be>