

Collaboration in the Cloud

Collaboration in the Cloud

Chances Are,
You're Already Using the Cloud



Consumers already use cloud-based services for music, storage, and social media



Business users are accessing applications like customer relationship management and other transactional applications

What is collaboration?

- Working together on an activity or project
- Types: Synchronous & Asynchronous
- Need same technological platforms
- Advantages



Collaboration in the Cloud

Collaboration Benefits

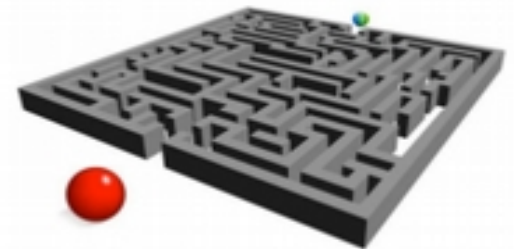
- Increases productivity and spurs innovation
- Improves business agility
- Allows users to connect with people any time, anywhere
- Helps your company to compete effectively and scale globally
- Gives employees the freedom to work in the ways that best meet their objectives and working styles
- Enables applications to be delivered rapidly and people to communicate and connect across corporate boundaries



Collaboration in the Cloud

Challenges of Cloud Collaboration

- Delivering collaboration tools to potentially thousands of global users simultaneously
- Poor audio or video quality
- Limited support for mobile devices
- Security



Collaboration in the Cloud

Evaluating Cloud Collaboration: 8 Areas to Consider



High
Availability/Resilience



Scalability



Performance



Security



User Productivity



Offline
Productivity



Investment
Protection



Vendor Maturity
and Vision

Collaboration in the Cloud

Availability & Performance

- High availability/resilience
Multiple redundancy, account backup, ad hoc availability, IT operations
- Scalability
Proven in operation, large meetings, global load balancing, efficient routing, core/edge separation
- Performance
High-speed network, optimized switching, scalable video, minimized bandwidth use, local connection



Collaboration in the Cloud

Security & Productivity

- Security

Multilayer security model, no realtime data is held, multi-tenant isolation, separation of duties, third-party audits

- User Productivity

Intuitive interface, full mobile experience, choice of devices, enterprise social networking, minimal imposition on the user

- Offline Productivity

Shared workspaces, recordings



Collaboration in the Cloud

Risk-free Choice

- Investment Protection

Open standards support, Voice over IP, Office applications, low cost of entry

- Vendor Maturity and Vision

A market-leading portfolio of communications and collaboration solutions designed for the new workspace

A consistent productive end-user experience across multiple devices

Sophisticated network-based protocols

Integrated enterprise-class social infrastructure

Proven integrations with Office suite for user productivity



Cloud-based collaboration

Enables flexible work environments



Enables greater collaboration with customers



Enables new products/services



Supports business scalability



Enables mobile workforce productivity



Reduces operating costs



Enables greater collaboration with suppliers/partners



■ Laggard
■ Early majority
■ Leader

% = Those who agree or strongly agree that cloud collaboration tools confer the specified advantage

Contoh

	Total	Laggard	Late majority	Early majority	Fast follower	Leader
Enable meetings with remote participants* and virtual teams	48%	0%	26%	48%	68%	90%
Incorporate video into meetings	42%	0%	17%	38%	65%	89%
Enable remote workers with access to collaboration capabilities "as if in the office"	32%	0%	6%	22%	58%	89%
Create flexible work areas/ office space	39%	0%	17%	36%	56%	86%
Create internal communities and team workspaces	39%	0%	17%	37%	58%	82%
Collaborate with external organizations	33%	0%	15%	31%	53%	69%
Locate and access remote experts in real time	21%	0%	3%	13%	36%	65%
Enable any device ("bring your own device" or BYOD)	24%	0%	9%	20%	34%	63%



Who plays a role in influencing cloud collaboration decisions?

	Total	Laggard	Leader
Sales	39%	31%	58%
Marketing	37%	28%	57%
Operations/GM	40%	36%	54%
Manufacturing	34%	23%	54%
CFO	50%	46%	53%
Customer service	37%	31%	53%
HR	36%	30%	50%
Engineering/ development	36%	26%	49%
VP IT	36%	21%	49%
CEO	39%	41%	44%
CTO	36%	31%	40%
CIO	31%	16%	39%

Cloud Collaboration

- Use real-time commenting and messaging features to enhance speed of project delivery
- Leverage presence indicators to identify when others are active on documents owned by another person
- Allow users to set permissions and manage other users' activity profiles
- Allow users to set personal activity feeds and email alert profiles to keep abreast of latest activities per file or user
- Allow users to collaborate and share files with users outside the company firewall
- Comply with company security and compliance framework
- Ensure full auditability of files and documents shared within and outside the organization
- Reduce workarounds for sharing and collaboration on large files



A Mobile-Cloud Collaborative

Problem Statement

- Indoor and outdoor navigation is becoming a harder task for blind and visually impaired people in the increasingly complex urban world
- Advances in technology are causing the blind to fall behind, sometimes even putting their lives at risk
- Technology available for context-aware navigation of the blind is not sufficiently accessible; some devices rely heavily on infrastructural requirements

Demographics

- 314 million visually impaired people in the world today
- 45 million blind
- More than 82% of the visually impaired population is age 50 or older
- The old population forms a group with diverse range of abilities
- The disabled are seldom seen using the street alone or public transportation

Goals

- *****Make a difference*****

Bring mobile technology in the daily lives of blind and visually impaired people to help achieve a higher standard of life

- Take a major step in context-aware navigation of the blind and visually impaired
- Bridge the gap between the needs and available technology
- Guide users in a non-overwhelming way
- Protect user privacy

Challenges

- Real-time guidance
- Portability
- Power limitations
- Appropriate interface
- Privacy preservation
- Continuous availability
- No dependence on infrastructure
- Low-cost solution
- Minimal training

Discussions

- Cary Supalo: Founder of Independence Science LLC
(<http://www.independencescience.com/>)
- T.V. Raman: Researcher at Google, leader of Eyes-Free project (speech enabled Android applications)
- American Council of the Blind of Indiana State Convention, 31 October 2009
- Miami Lighthouse Organization

Mobility Requirements

- Being able to avoid obstacles
- Walking in the right direction
- Safely crossing the road
- Knowing when you have reached a destination
- Knowing which is the right bus/train
- Knowing when to get off the bus/train



All require **SIGHT** as primary sense

Context-Aware Navigation Components

- Outdoor Navigation (finding curbs -including in snow, using public transportation, interpreting traffic patterns/signal lights...)
- Indoor Navigation (finding stairs/elevator, specific offices, restrooms in unfamiliar buildings, finding the cheapest TV at a store...)
- Obstacle Avoidance (both overhanging and low obstacles...)
- Object Recognition (being able to reach objects needed, recognizing people who are in the immediate neighborhood...)

Existing Blind Navigation Aids – Outdoor Navigation

- Loadstone GPS
(<http://www.loadstone-gps.com/>)
- Wayfinder Access
(<http://www.wayfinderaccess.com/>)
- BrailleNote GPS
(www.humanware.com)
- Trekker (www.humanware.com)
- StreetTalk
(www.freedomscientific.com)
- DRISHTI [1]

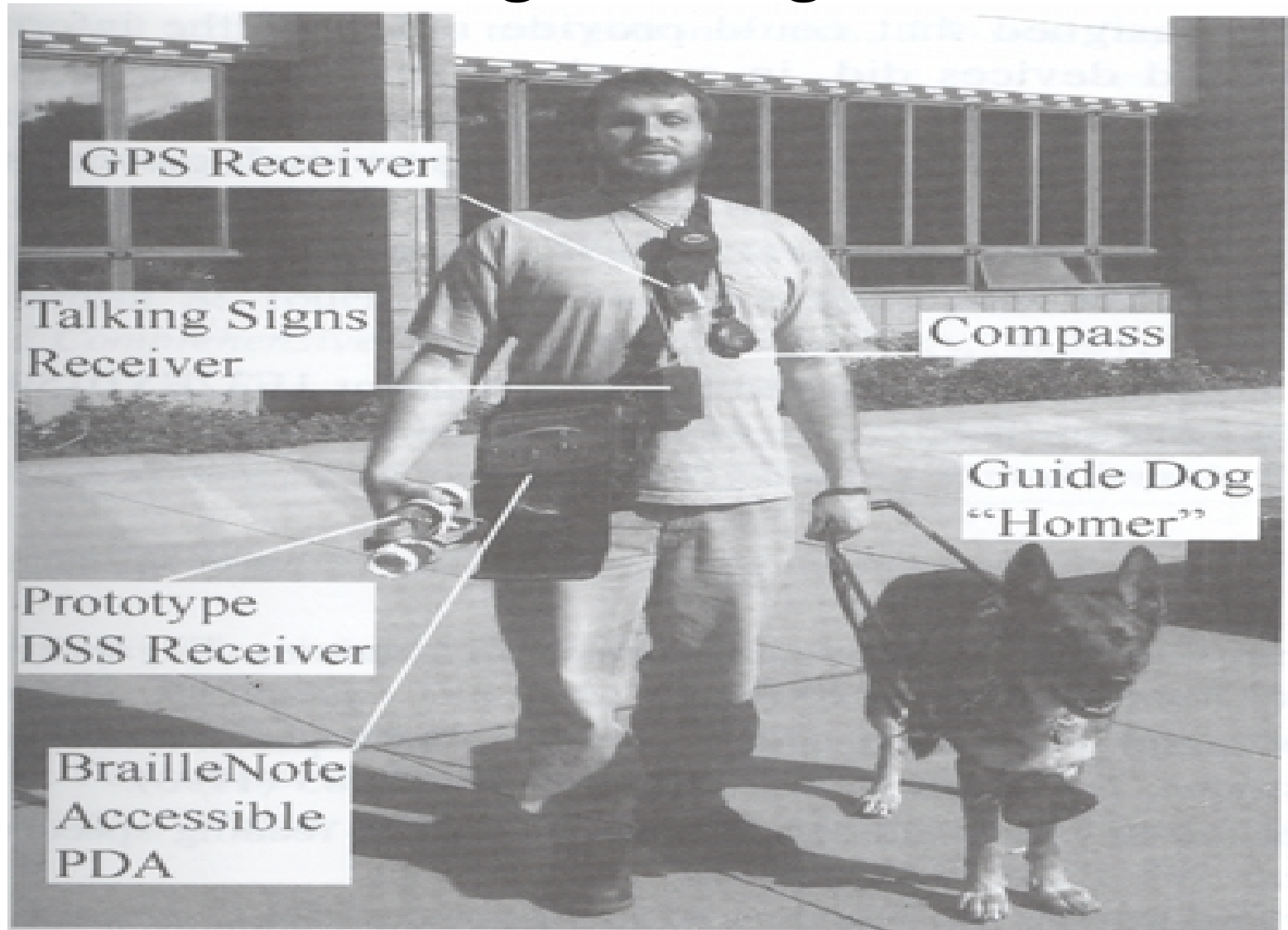
Existing Blind Navigation Aids – Indoor Navigation

- InfoGrid (based on RFID) [2]
- Jerusalem College of Technology system (based on local infrared beams) [3]
- Talking Signs (www.talkingsigns.com) (audio signals sent by invisible infrared light beams)
- SWAN (audio interface guiding user along path, announcing important features) [4]
- ShopTalk (for grocery shopping) [5]

Existing Blind Navigation Aids – Obstacle Avoidance

- RADAR/LIDAR
- Kay's Sonic glasses (audio for 3D representation of environment) (www.batforblind.co.nz)
- Sonic Pathfinder (www.sonicpathfinder.org) (notes of musical scale to warn of obstacles)
- MiniGuide (www.gdp-research.com.au/) (vibration to indicate object distance)
- VOICE (www.seeingwithsound.com) (images into sounds heard from 3D auditory display)
- Tactile tongue display [6]
- ...

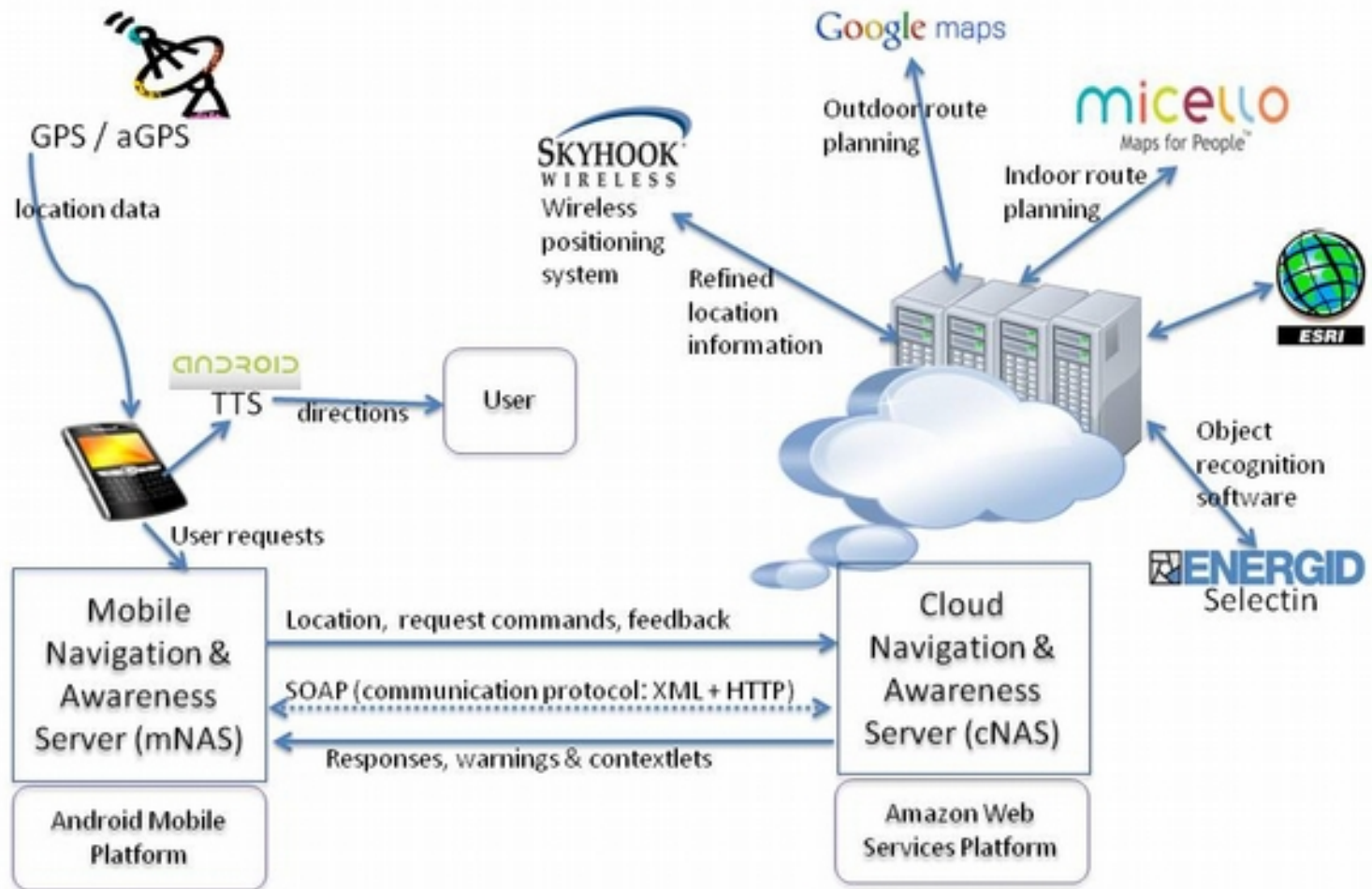
Putting all together...



Gill, J. Assistive Devices for People with Visual Impairments.

In A. Helal, M. Mokhtari and B. Abdulrazak, ed., *The Engineering Handbook of Smart Technology for Aging, Disability and Independence*.
John Wiley & Sons, Hoboken, New Jersey, 2008.

Proposed System Architecture

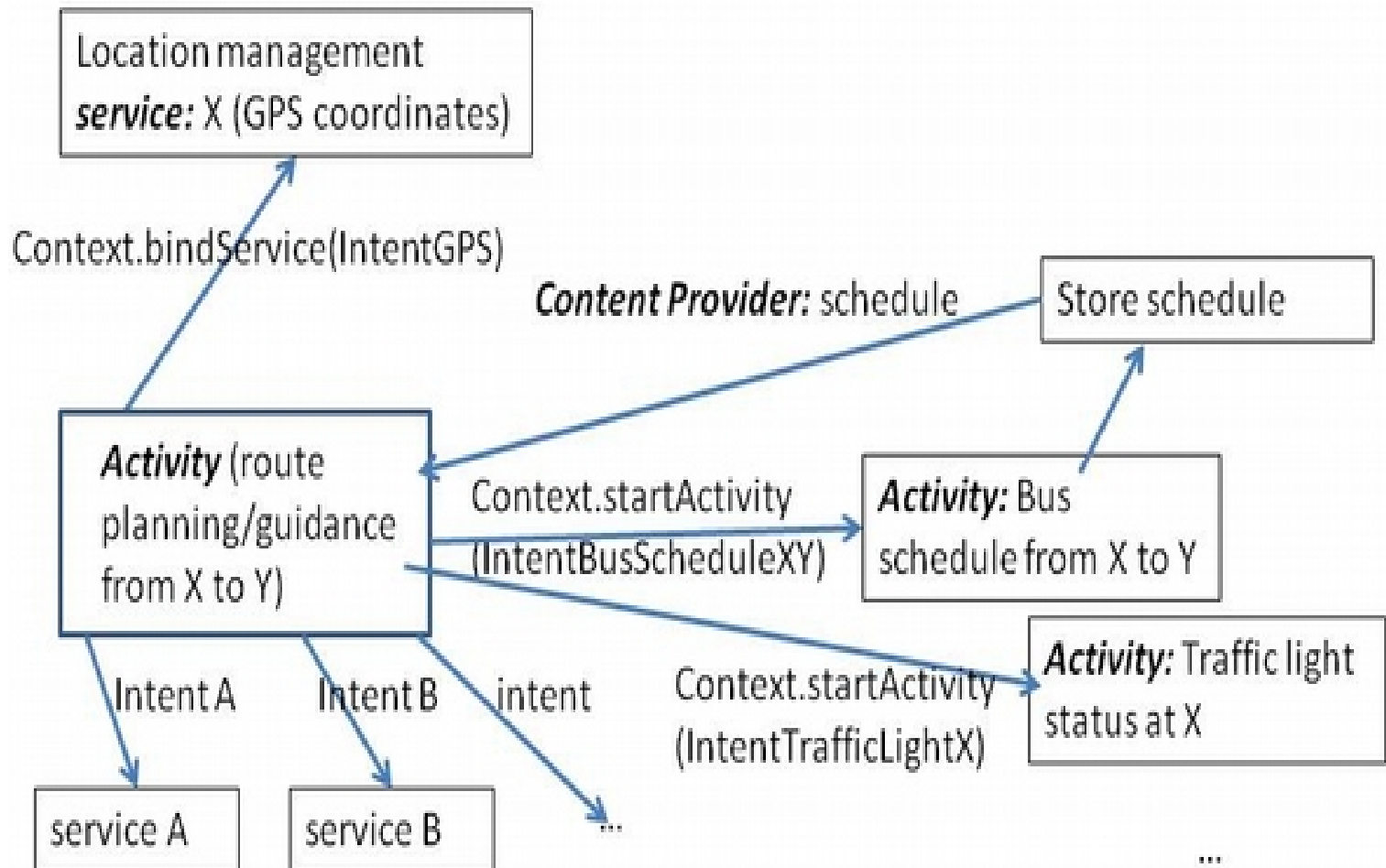


Proposed System Architecture

Services:

- Google Maps (outdoor navigation, pedestrian mode)
- Micello (indoor location-based service for mobile devices)
- Object recognition (Selectin software etc)
- Traffic assistance
- Obstacle avoidance (Time-of-flight camera technology)
- Speech interface (Android text-to-speech + speech recognition servers)
- Remote vision
- Obstacle minimized route planning

Use of the Android Platform



Advantages of a Mobile-Cloud Collaborative Approach

- Open architecture
- Extensibility
- Computational power
- Battery life
- Light weight
- Wealth of context-relevant information resources
- Interface options
- Minimal reliance on infrastructural requirements

Traffic Lights Status Detection Problem

- Ability to detect status of traffic lights accurately is an important aspect of safe navigation
 - Color blind
 - Autonomous ground vehicles
 - Careless drivers
- Inherent difficulty: Fast image processing required for locating and detecting the lights status → demanding in terms of computational resources
- Mobile devices with limited resources fall short alone

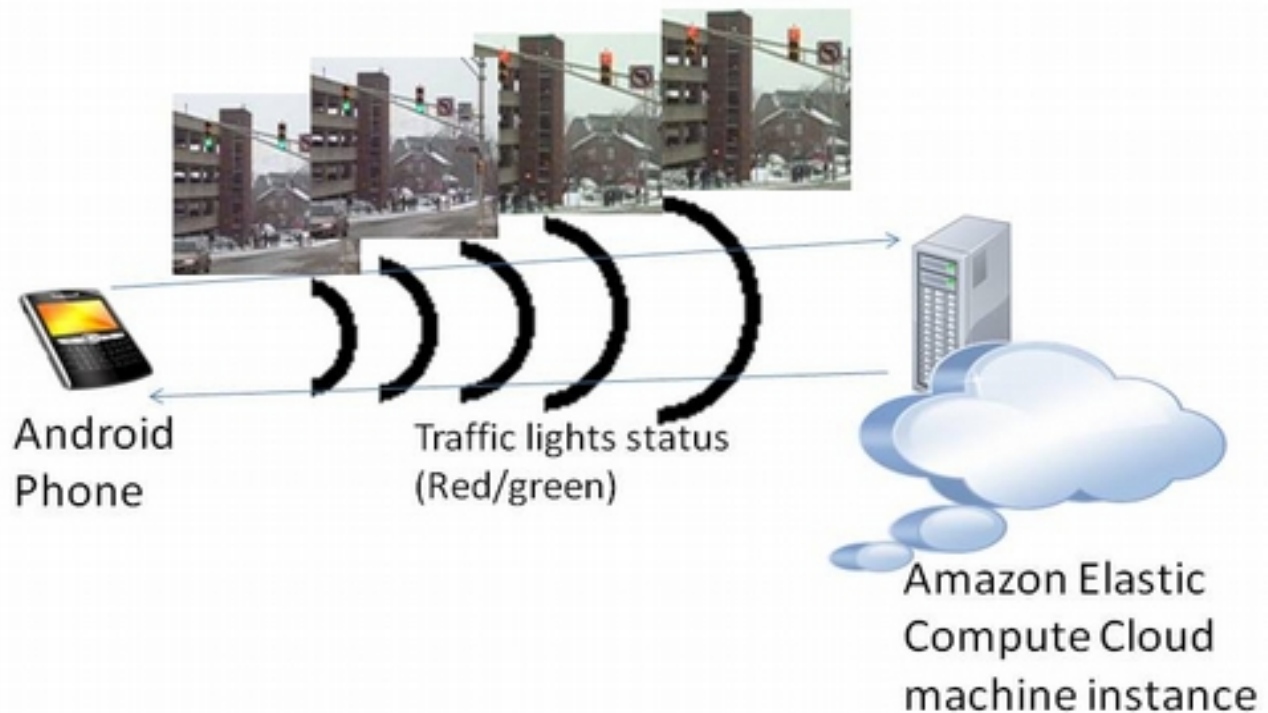
Attempts to Solve the Traffic Lights Detection Problem

- Kim et al: Digital camera + portable PC analyzing video frames captured by the camera [7]
- Charette et al: 2.9 GHz desktop computer to process video frames in real time[8]
- Ess et al: Detect generic moving objects with 400 ms video processing time on dual core 2.66 GHz computer[9]



Sacrifice portability for
real-time, accurate detection

Mobile-Cloud Collaborative Traffic Lights Detector



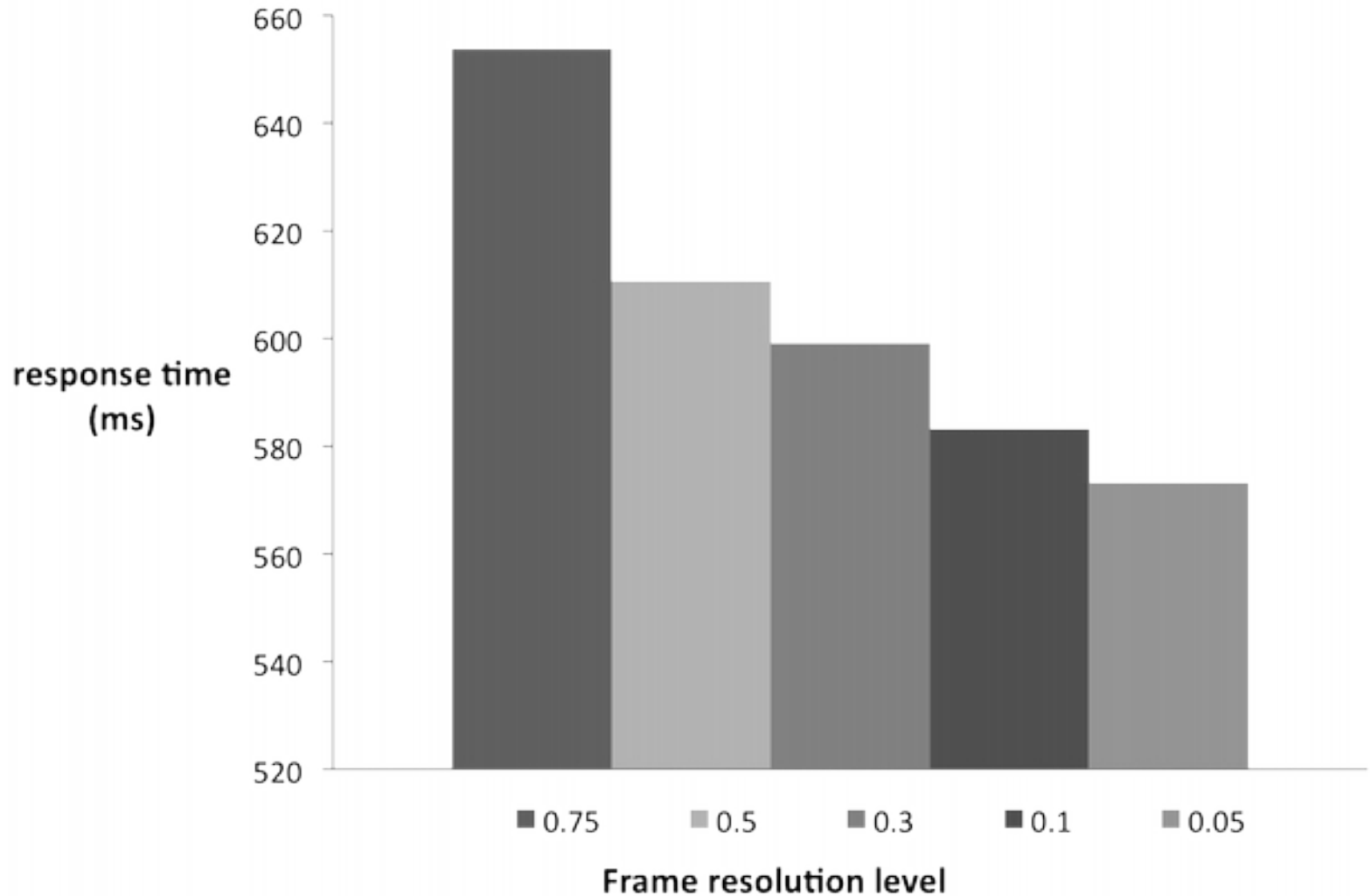
Adaboost Object Detector

- Adaboost: Adaptive Machine Learning algorithm used commonly in real-time object recognition
- Based on rounds of calls to weak classifiers to focus more on incorrectly classified samples at each stage
- Traffic lights detector: trained on 219 images of traffic lights (Google Images)
- OpenCV library implementation

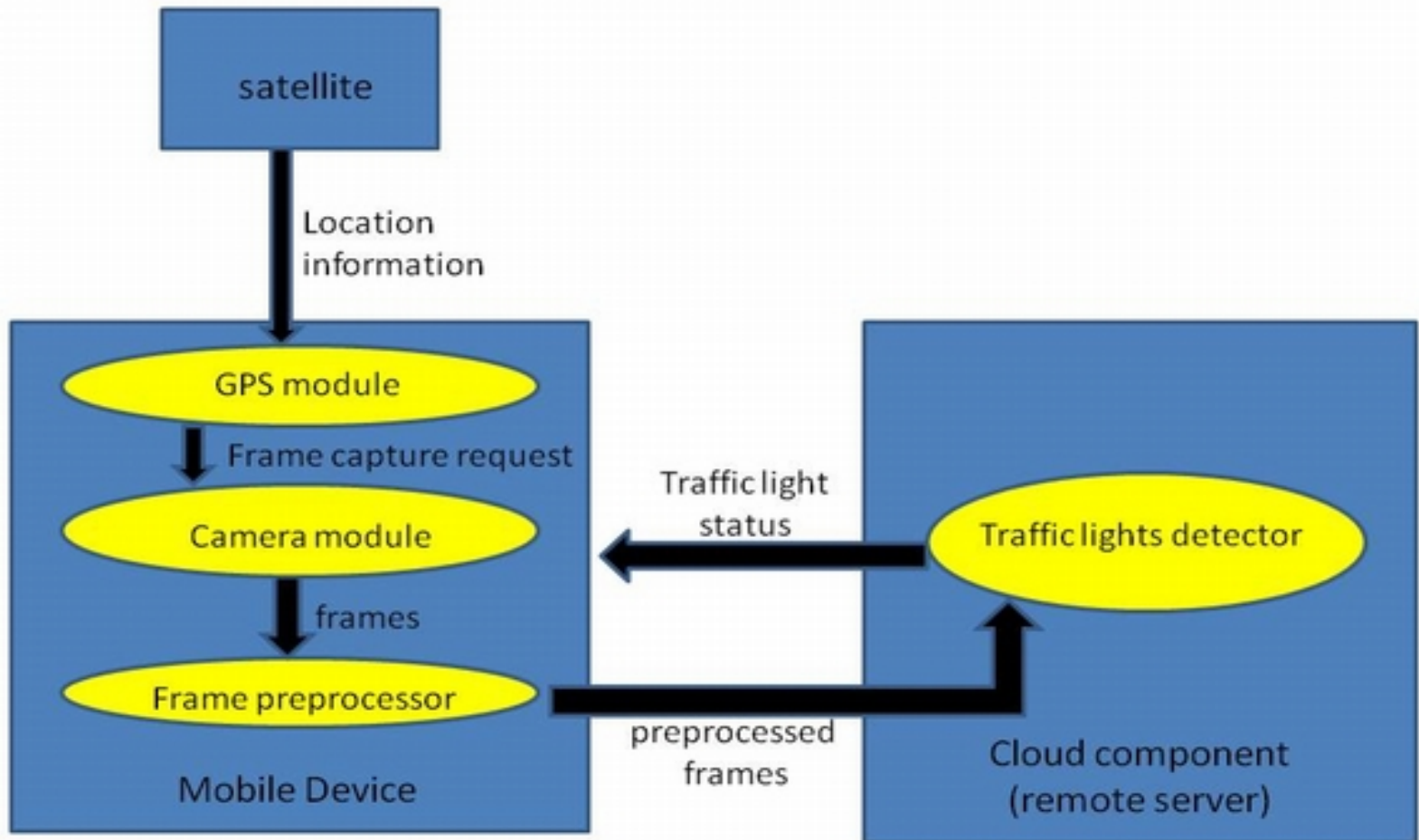
Experiments: Detector Output



Experiments: Response time



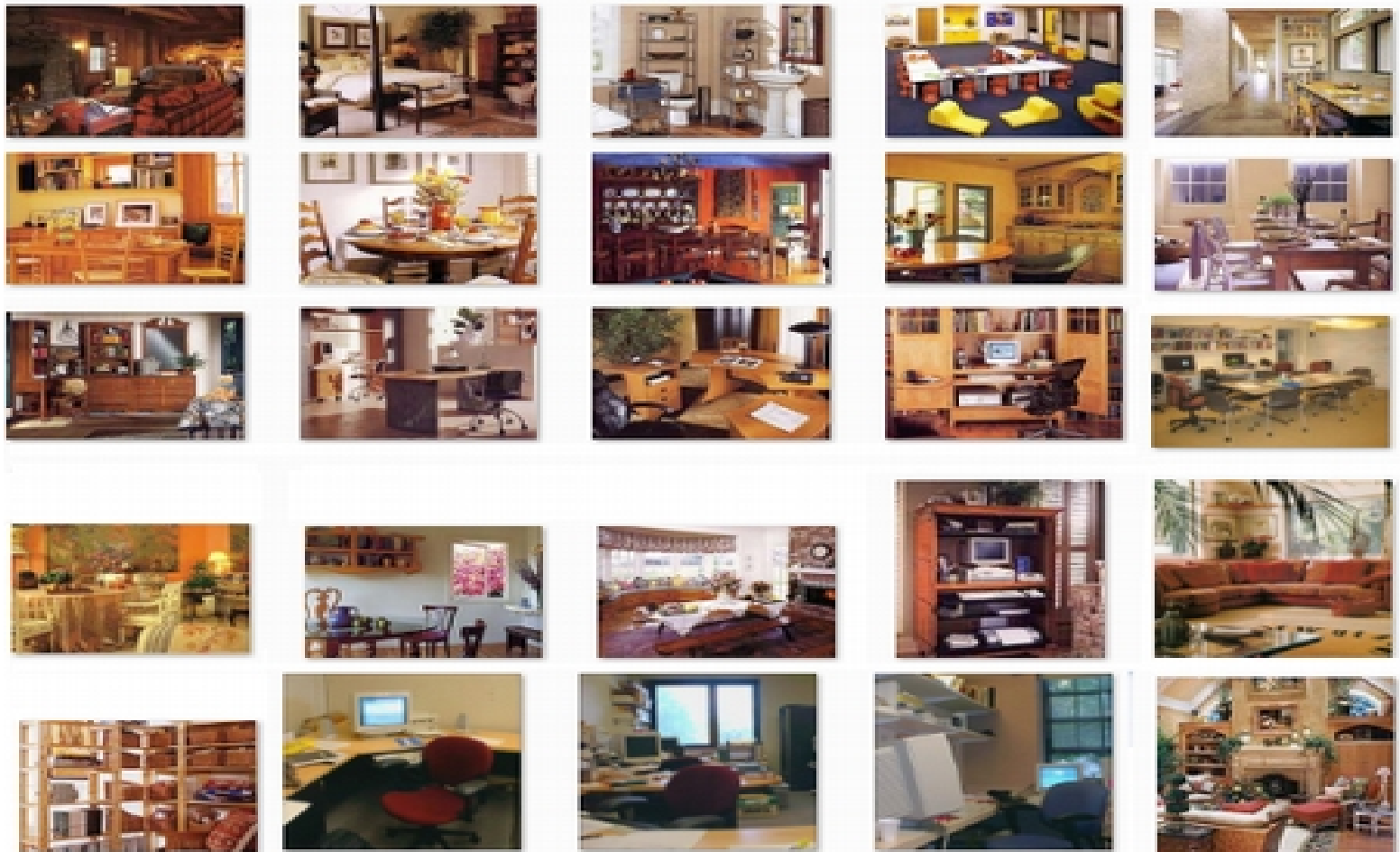
Enhanced Detection Schema



Work In Progress

- Develop fully context-aware navigation system with speech/tactile interface
- Develop robust object/obstacle recognition algorithms
- Investigate mobile-cloud privacy and security issues (minimal data disclosure principle) [10]
- Investigate options for mounting of the camera

Collective Object Classification in Complex Scenes



LabelMe Dataset
(<http://labelme.csail.mit.edu>)

Relational Learning with Multiple Boosted Detectors for Object Categorization

- Modeling relational dependencies between different object categories
- Multiple detectors running in parallel
- Class label fixing based on confidence
- More accurate classification than AdaBoost alone
- Higher recall than classic collective classification
- Minimal decrease in recall for different classes of objects

Object Classification

Experiments

Object category/Model	Boosting Only	Full Joint Collective	Conf. ranked iterative
chair	0.43	0.19	0.25
lamp	0.33	1.00	0.45
table	0.13	0.23	0.19
monitor	0.33	0.97	0.47
keyboard	0.20	1.00	0.40
sink	0.19	0.95	0.36
bed	0.32	1.00	0.52
faucet	0.07	0.92	0.13
cupboard	0.19	0.75	0.32
mouse	0.12	0.89	0.30
plant	0.18	0.88	0.31
vase	0.04	0.00	0.05

Table 1: Precision values for different classification models.

Object category/Model	Boosting Only	Full Joint Collective	Conf. ranked iterative
chair	0.25	0.98	0.58
lamp	0.26	0.06	0.25
table	0.08	0.01	0.08
monitor	0.59	0.08	0.60
keyboard	0.33	0.08	0.38
sink	0.34	0.12	0.30
bed	0.58	0.12	0.51
faucet	0.17	0.05	0.13
cupboard	0.16	0.00	0.40
mouse	0.16	0.02	0.39
plant	0.21	0.04	0.17
vase	0.08	0.00	0.05

Table 2: Recall values for different classification models.

References

1. L. Ran, A. Helal, and S. Moore, "Drishti: An Integrated Indoor/Outdoor Blind Navigation System and Service," 2nd IEEE Pervasive Computing Conference (PerCom 04).
2. S. Willis, and A. Helal, "RFID Information Grid and Wearable Computing Solution to the Problem of Wayfinding for the Blind User in a Campus Environment," IEEE International Symposium on Wearable Computers (ISWC 05).
3. Y. Sonnenblick. "An Indoor Navigation System for Blind Individuals," Proceedings of the 13th Annual Conference on Technology and Persons with Disabilities, 1998.
4. J. Wilson, B. N. Walker, J. Lindsay, C. Cambias, F. Dellaert. "SWAN: System for Wearable Audio Navigation," 11th IEEE International Symposium on Wearable Computers, 2007.
5. J. Nicholson, V. Kulyukin, D. Coster, "ShopTalk: Independent Blind Shopping Through Verbal Route Directions and Barcode Scans," The Open Rehabilitation Journal, vol. 2, 2009, pp. 11-23.
6. Bach-y-Rita, P., M.E. Tyler and K.A. Kaczmarek. "Seeing with the Brain," International Journal of Human-Computer Interaction, vol 15, issue 2, 2003, pp 285-295.
7. Y.K. Kim, K.W. Kim, and X. Yang, "Real Time Traffic Light Recognition System for Color Vision Deficiencies," IEEE International Conference on Mechatronics and Automation (ICMA 07).
8. R. Charette, and F. Nashashibi, "Real Time Visual Traffic Lights Recognition Based on Spot Light Detection and Adaptive Traffic Lights Templates," World Congress and Exhibition on Intelligent Transport Systems and Services (ITS 09).
9. A. Ess, B. Leibe, K. Schindler, and L. van Gool, "Moving Obstacle Detection in Highly Dynamic Scenes," IEEE International Conference on Robotics and Automation (ICRA 09).

Higher Education 2020

Computational Thinking

MOOC's are part of C4 Educational V

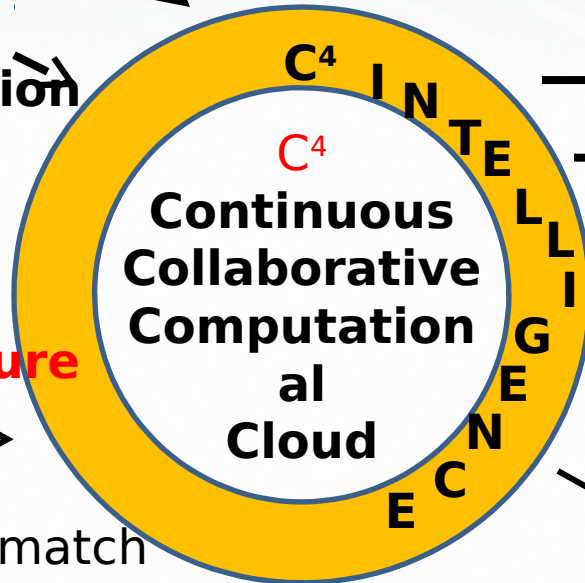
Modeling
& Simulation

C(DE)SE →

Internet & Cyberinfrastructure

Activating
Issues

o / education mismatch
gher Ed rigidity
erdisciplinary work
gineering v Science, Little v. Big science



→ C⁴ Intelligent Society
→ C⁴ Intelligent Economy
→ C⁴ Intelligent People

NSF

Educate "Net Generation"
Re-educate pre "Net Generation"
in **Science and Engineering**
Exploiting and developing C⁴

CDESE is Computational and
Data-enabled Science and
Engineering

C⁴ Curricula, programs
C⁴ Experiences (delivery mechanism)
C⁴ REUs, Internships, Fellowships



A Cloud Computing Case Study

- Uses free social Web tools to provide professional and personal support to members
- Allows librarians to collaborate on projects



Collaboration 2.0 Tools

- What are they?
- Why do we need to know?

How many people use...

- Online Calendars
- Social Networking Sites
- Social Bookmarking Sites
- Wikis
- Document Sharing
- Blogs

Calendars

- What do they do?
- What should it have?
- Google Calendar, 30 Boxes

Social Networking Sites

- Can I really use Facebook at work and not get in trouble?
- Facebook, Ning, LinkedIn

Social Bookmarking Sites

- Bring your bookmarks any where you go!
- Delicious

Wikis

- Online web pages people can edit and modify
- Wikipedia, Pbwiki, RUasist Wiki



Documents

- Share and Collaborate on Documents, Spread Sheets, and Presentations
- Google Docs, Zoho Office

Blogs

- A communication tool with commenting and discussion components
- Wordpress



Benefits

- Distance
- Ability to work at either the same or different time as collaborators
- Inexpensive
- Can use multiple computers

How Collaboration Tools Are Used

- Blogs
- Wikis
- Training
- Social Networks

Groupware

- External Groupware
 - Grou.ps
- Internal Groupware
 - <http://drupal.com>

