

# Use Cases of Pervasive Artificial Intelligence for Smart Cities Challenges

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- Smart city : source of big data
- Pervasive AI
- Use cases
  - Energy production
  - Energy saving
  - Well-being

# Smart city : source of big data



Sustainability

Transportation

Governance

...

Data

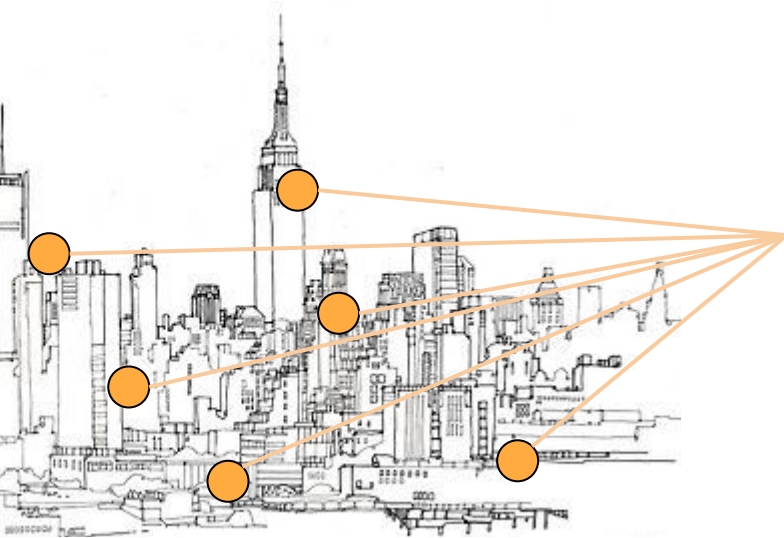
- Many definitions of what is a “smart city.
- Focus on the ability of smart cities to provide a large amount of data.

# Smart city : source of big data

Low-cost sensors allow  
to equip cities

## Data

- Large amount of data
- Real-time data
- Useless data
- Redundant data



## AMOEBA : Agnostic MOdEI Builder by self-Adaptation

### Multi-Agent System

- System composed of interacting agents
- Efficient to handle complexity

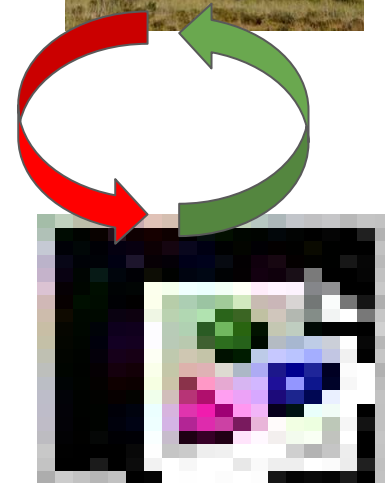
### AMAS

- Adaptive Multi-Agent System
- Bottom-Up approach
- Self-adaptive systems

*Julien NIGON, Marie-Pierre GLEIZES et Frédéric MIGEON : **Self-adaptive model generation for ambient systems.** *Procedia Computer Science*, 83: 675–679, 2016.*

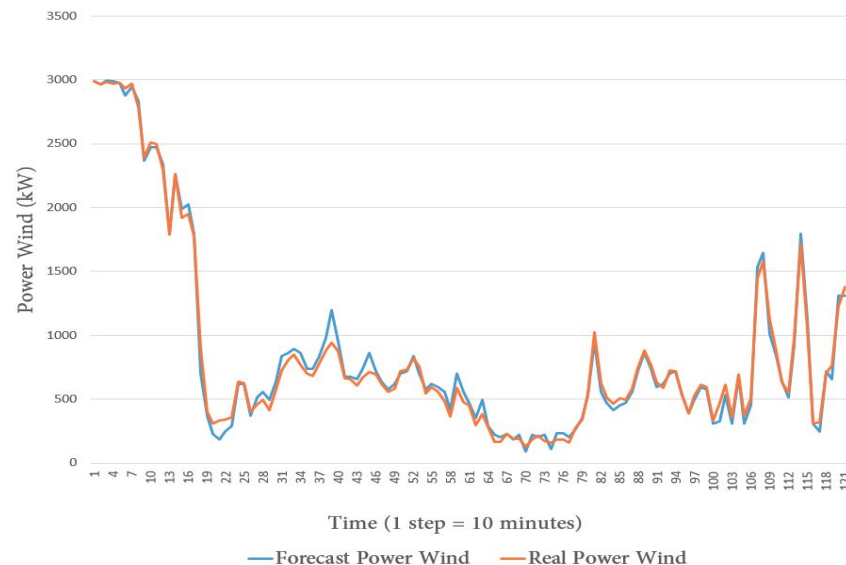
## **Use Case 1 : Energy production**

- Smart cities need to be sustainable
  - **Renewable energies** are an interesting choice (inexhaustible, low ecological footprint), but...
- 
- Most of renewable energies (including wind and solar power) are **intermittent**
  - It is therefore important to forecast energy production



- Use meteorological forecast
- AMOEBA builds correlations between forecast and energy production

- Interesting results using real wind power
- Far less accurate using meteorological forecast



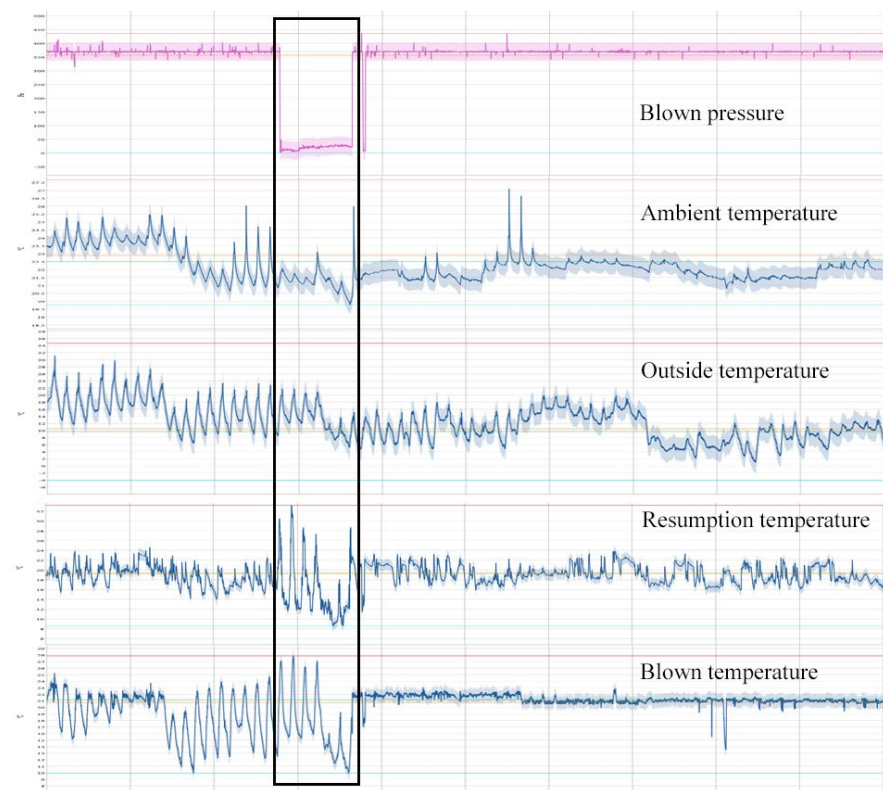


- At this point, AMOEBA is not sufficiently accurate using meteorological forecast
  - These forecasts are too unstable
- 
- But even using these forecasts, AMOEBA accuracy is comparable to more classical approaches (like neural networks)

## **Use Case 2 : Energy saving**

- Connected buildings allow to monitor many data
  - Theoretically, this allows the detection of **uncommon situations**
  - Detecting these situations allows to optimizes energy consumption, but...
- 
- Smart cities provide too many data to only rely on human technician
  - It is therefore important to automatically detect uncommon situations

- Use data annotated by an expert
- AMOEBA builds correlations between all data sources and informations from the expert



- First results are promising
- Low error rate

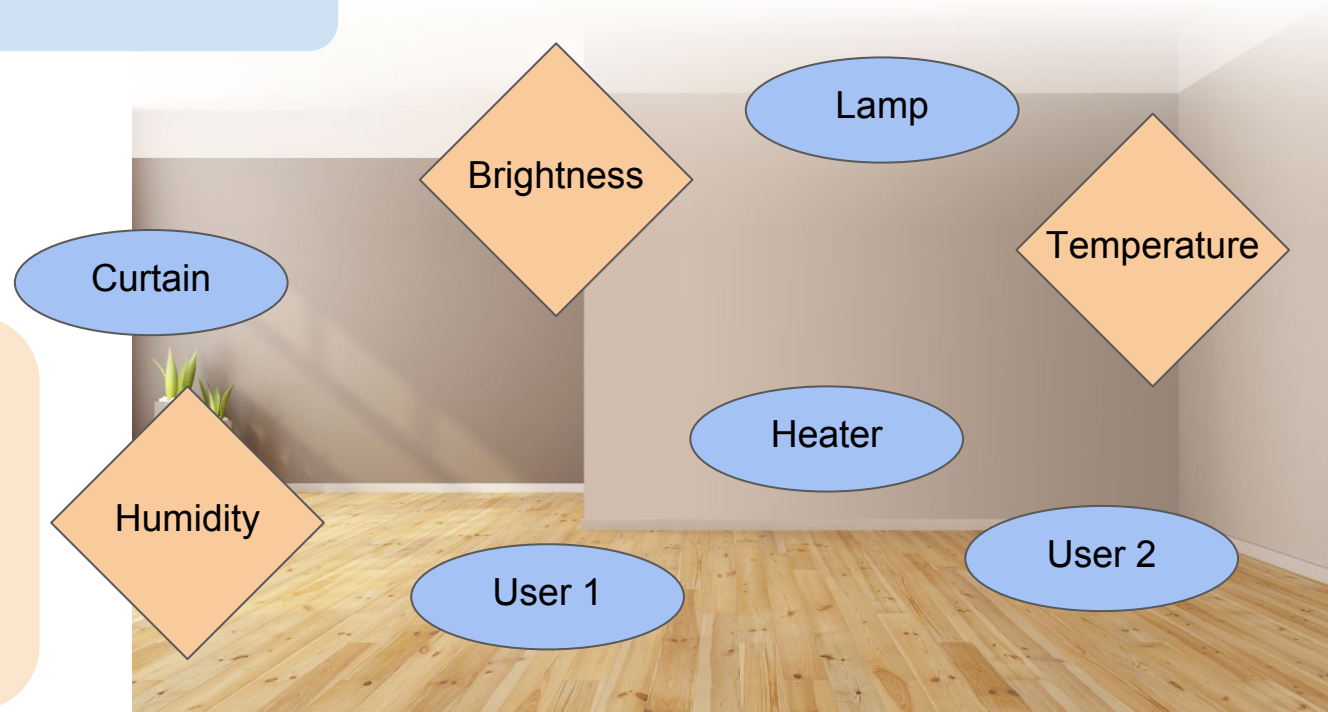
To do :

- Working with harder to detect uncommon situations
- Evaluating the confidence of uncommon situations detection

## **Use Case 3 : Well-being**

- Many connected devices

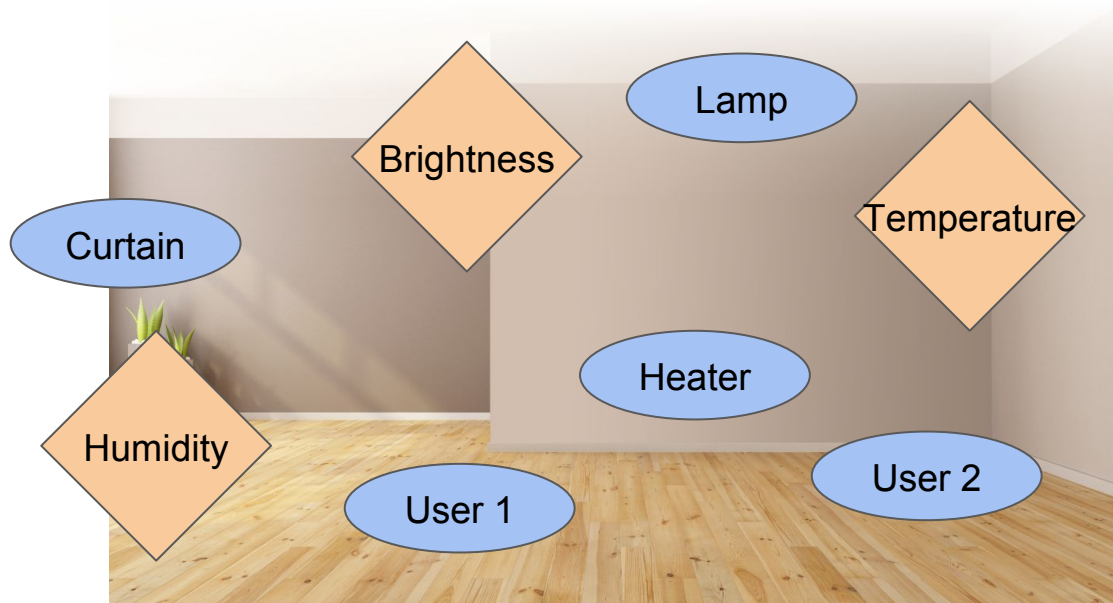
How to use them efficiently to improve well-being?



AMOEBA builds dynamic models of behaviour

Allow to :

- Forecast impact of actuators
- Forecast users actions





- AMOEBA was designed in order to handle well-being problematics, but we need real world experimentations.
- Previous work using similar approach already achieved good results.

*Valerian Guivarch, Valérie Camps, André Péninou, and Pierre Glize. **Self-adaptation of a learnt behaviour by detecting and by managing user's implicit contradictions.***

# Conclusion

- Smart cities need a generic approach to handle data
- AMOEBA is a **dynamic, bottom-up** approach designed for this purpose

## Perspectives

- Detecting useless data
- Detecting lack of data
- Giving confidence on AMOEBA forecast
- Experimentating on neOCampus

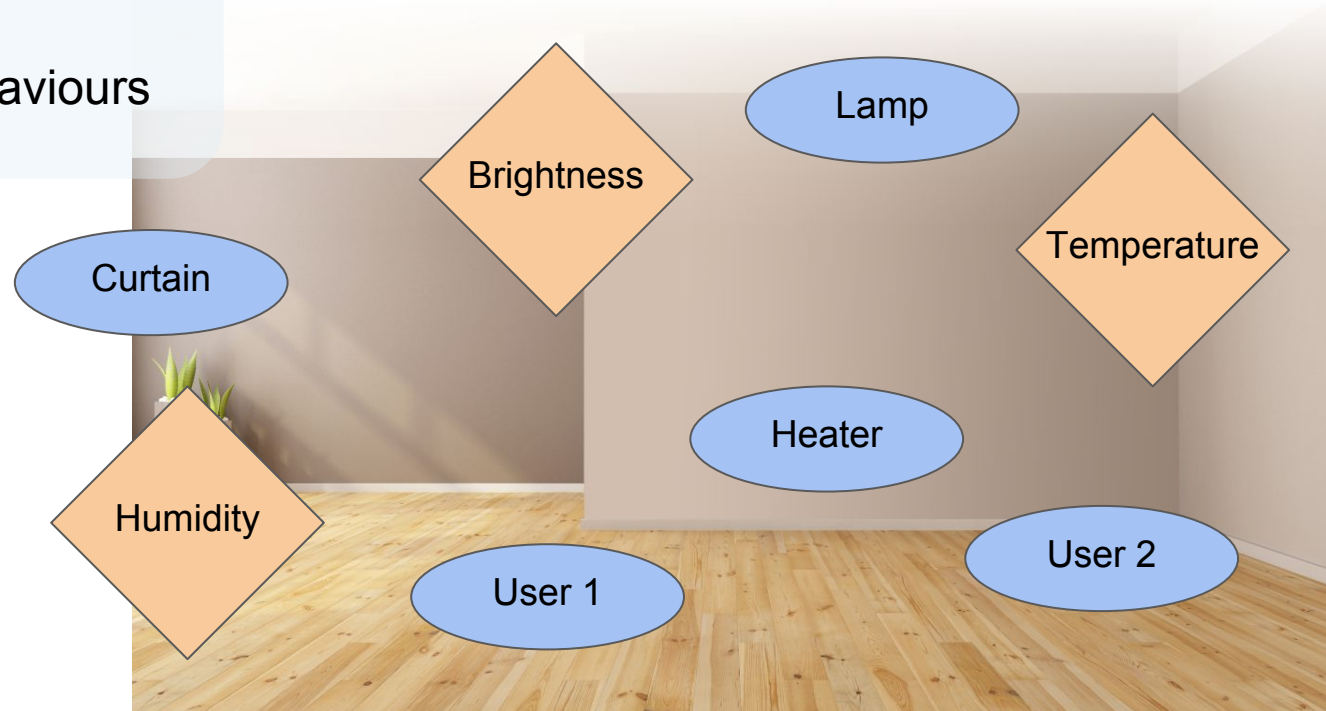
**Thank you for your attention.**



1. Ambient Systems and Complexity
2. Model Generation
3. Agnostic MOdEl Builder by self-Adaptation (AMOEBA)
4. Conclusion

# Ambiant Systems and Complexity

- distributed information
- non-linear dynamics
- noisy data
- unpredictable behaviours



## Challenges

**1** : How can I adjust the temperature in such an environment ?

**2** : Is it possible to replace the data of a deficient sensor?

# Model Generation

## Generating a model ?

Linking events and entities composing the studied system

Opening  
curtain



Sun



Increase  
brightness

**Empirical model**

**Statistical model**

**Physical model**

# Model Generation

Models designed by experts

- Long to develop
- Can not take into account all unexpected events



Adaptive models  
generated  
automatically

- Need to learn
- As accurate as experts models ?



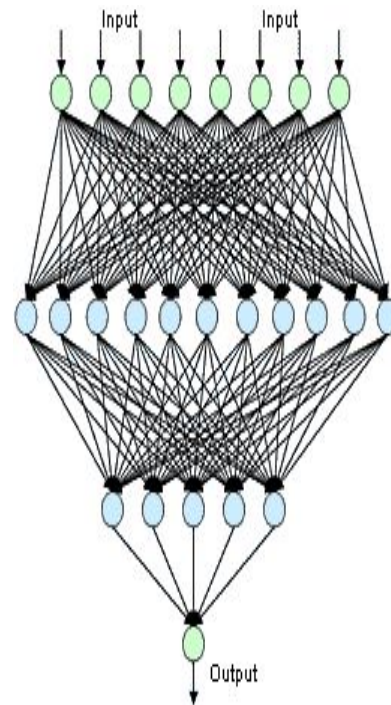
# Model Generation

## Existing approaches

Neural Networks / Deep learning  
Schema learning  
Bayesian networks  
Support vector machines

Difficult to learn in real time

Difficult to adapt to new applications (topology...)



## Agnostic MOdEI Builder by self-Adaptation

### Multi-Agent System

- System composed of interacting agents
- Efficient to handle complexity

### AMAS

- Adaptive Multi-Agent System
- Bottom-Up approach
- Self-adaptive systems

# AMOEBA

## AMAS

- self-organisation
- self-adaptation

Driven by cooperation

Interactions between agents could be :

Cooperative

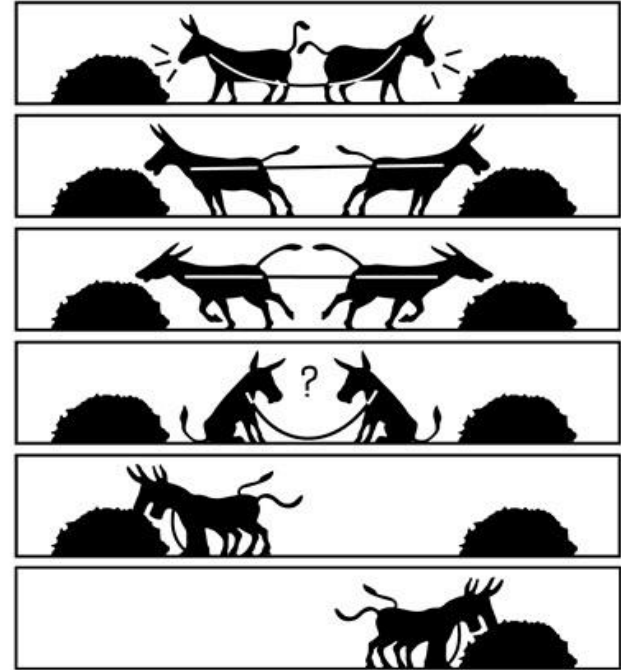
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Neutral

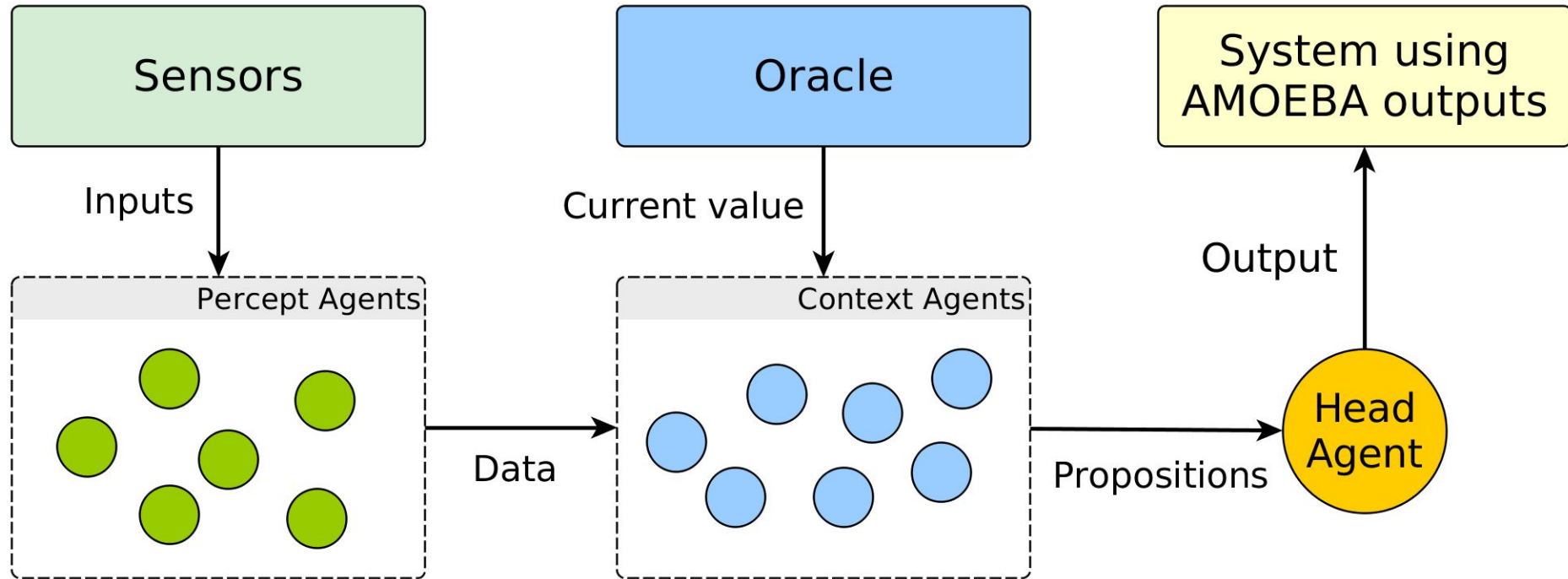
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Antinomic

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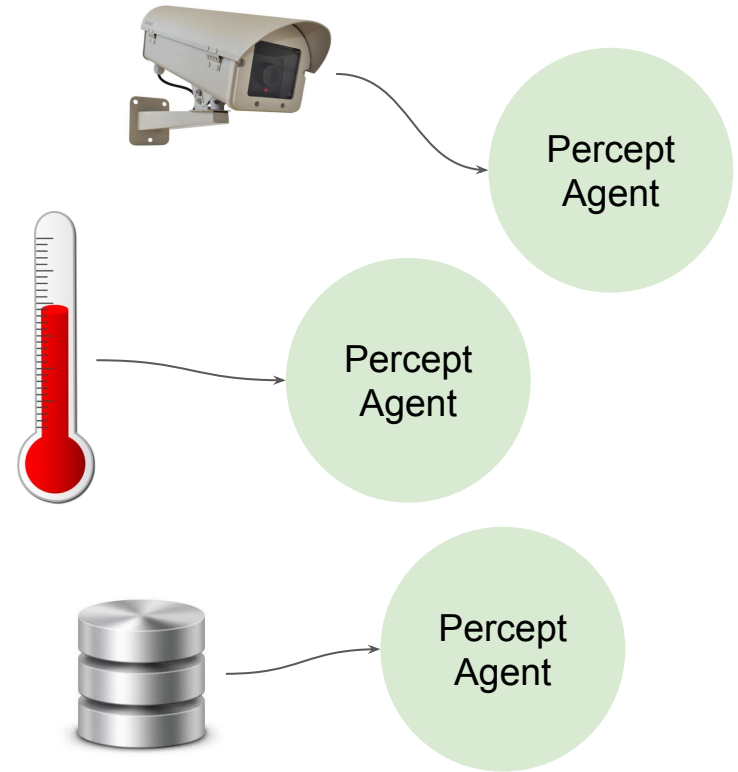


# AMOEBA



## Percept Agents

- Connected to the data sources
- Manage inputs
- Transmits the data to relevant agents



## Context Agents

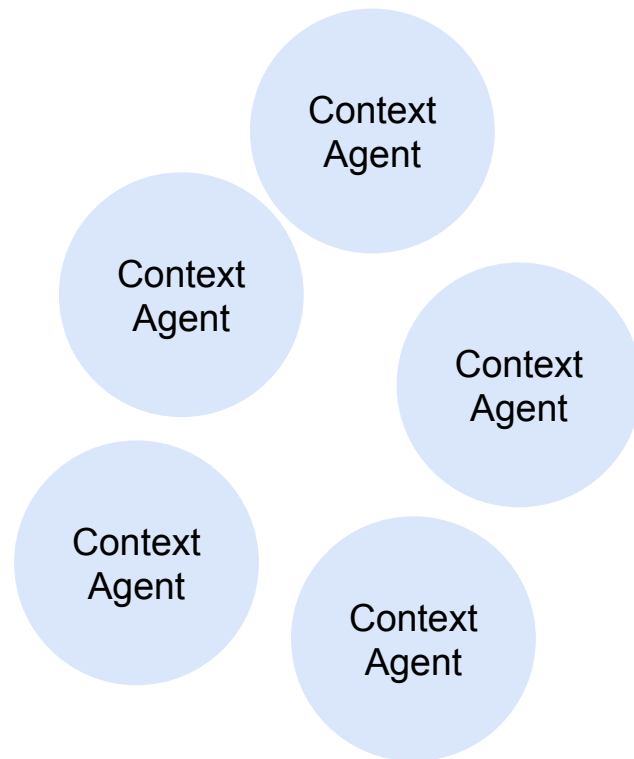
- Absent at the beginning of the learning
- Responsible for the proposal of a good output value for a range of situations

### Tripartite structure

**context**

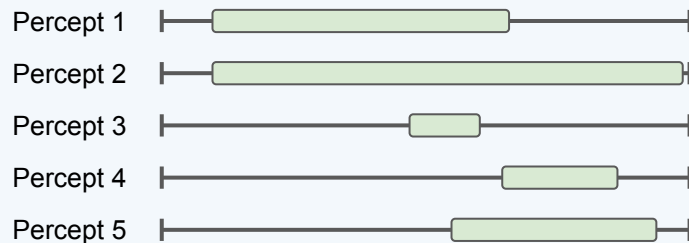
**local model**

**confidence**



## context

- Set of intervals called validity ranges.
- One Percept Agent associated with each validity range.



- Agent is **valid** if all ranges are valid.

# AMOEBA

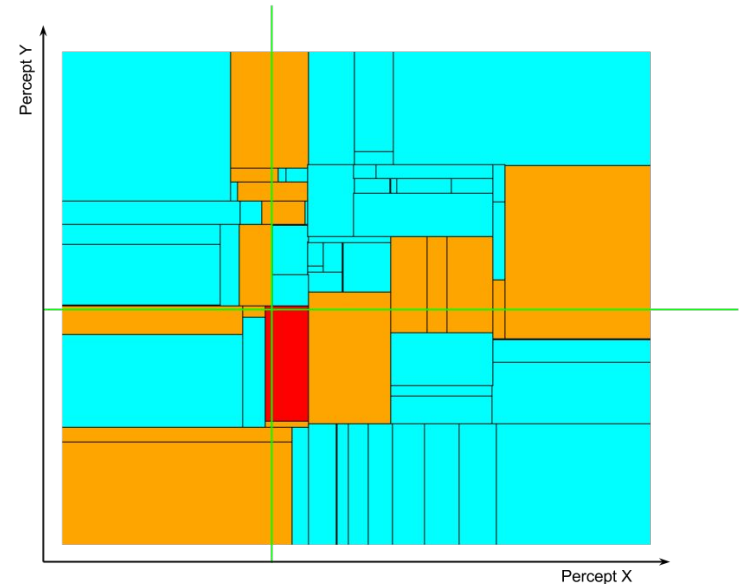
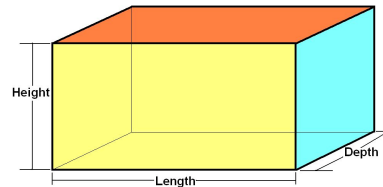
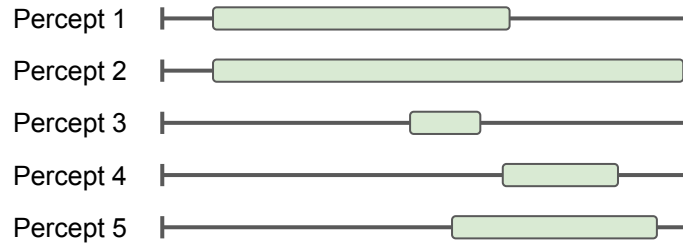
Confidence

Local Model

Context

## context

- A simple way to visualize this structure is to represent the context of a Context Agent such as n-orthotope (or hyperrectangle)





Confidence

Local Model

Context

## Local Model

- Function which, according to current Percept Agent values, provides an output
- Fixed value, linear function, algorithm, etc ...

## Confidence

- Confidence value on the quality of its proposal

Confidence

Local Model

Context

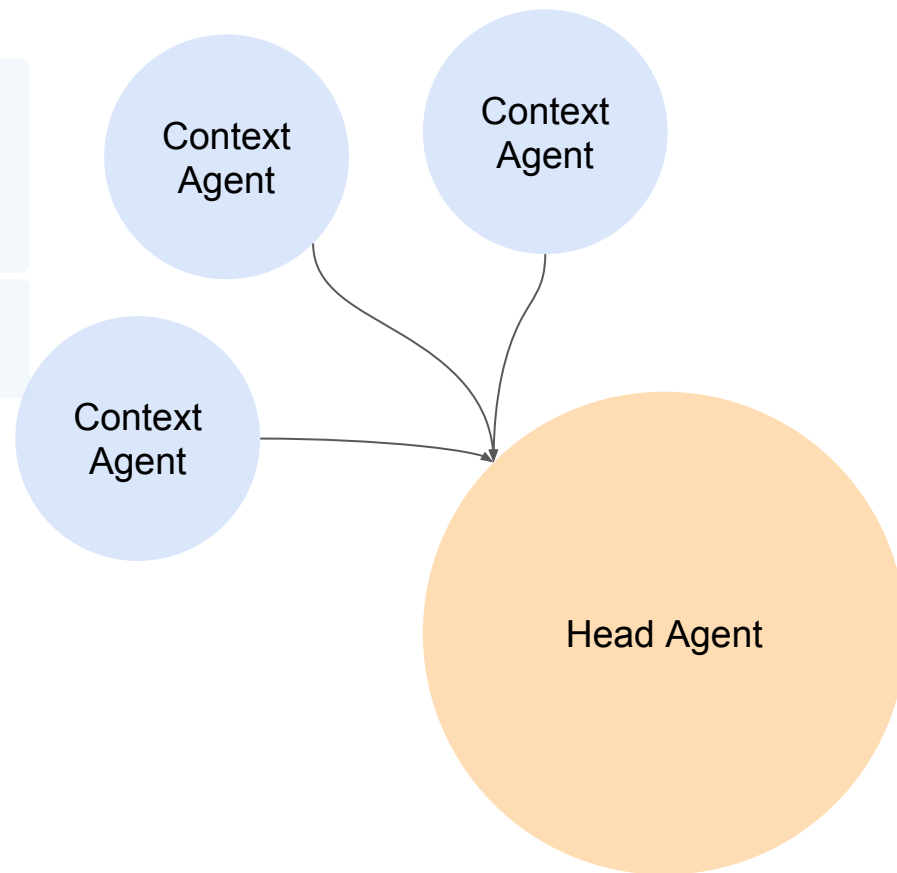
## Adaptation

When a Context Agent finds that it provides incorrect information, it adapts the different components of its tripartite structure to improve results.

# AMOEBA

## Head Agent

- Receive propositions from valid Context Agents
- Select the best one



# Conclusion

To handle ambient systems complexity :

- static models are limited
- AMOEBA propose a dynamic, self-adaptive approach

## Perspectives

Works underway :

- meteorological predictions
- learning in a connected campus
- anomaly detection

Extensive comparison with other approaches

**Thank you for your attention.**



# ANNEX

## Agents in AMAS

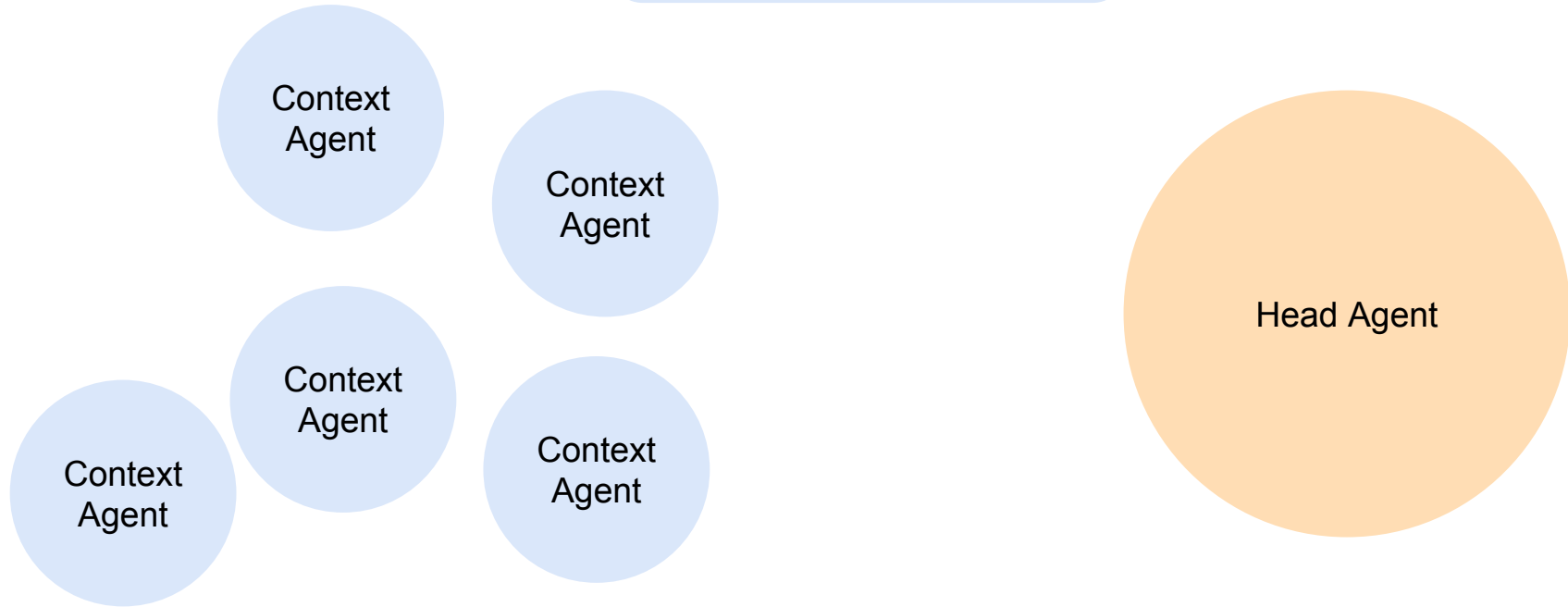
Agent is in **cooperative state** when :

- all its interactions are cooperative

In this state, the agent executes its **nominal behaviour**

Else, agent is in a **Non-Cooperative Situation (NCS)**.

## Agents in AMAS4CL





## Head agent

Allow interactions between exploitation mechanism and other agents

No control over other agents

Able to detect and repair some NCS.



Head Agent

## Contexts agents

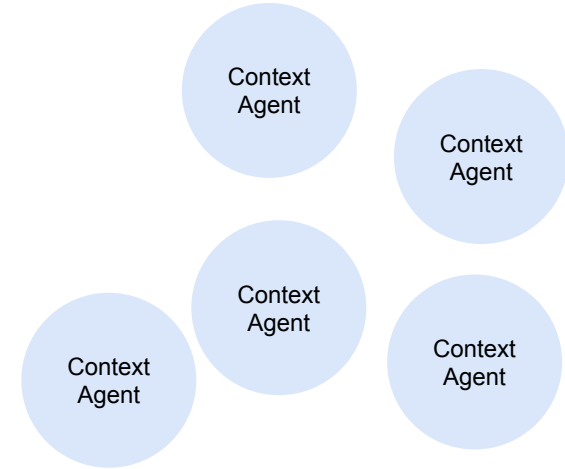
Start as an empty set  
All created at runtime

Tripartite structure

**context**

**action**

**appreciation**



appreciation

action

context

## context

Set of intervals called validity ranges.  
One percept associated with each validity range.



Valid if all ranges are valid.

# AMOEBA

appreciation

## action

Modification of the environment

Domain dependant

*Exemple : go forward, rotate right, etc...*

action

## appreciation

Estimation of the effect of the action

*Exemple : new position, temperature change, etc...*

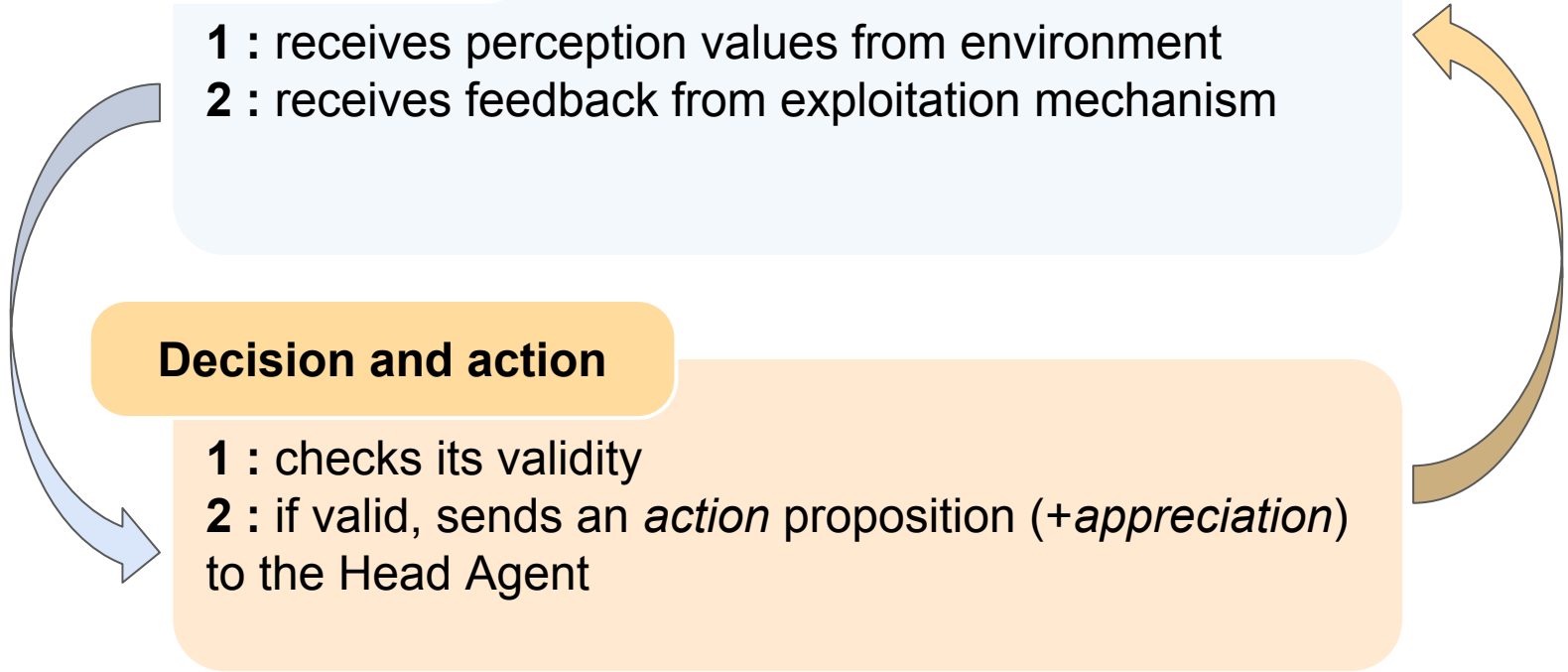
context

## Perception

- 1 : receives perception values from environment
- 2 : receives feedback from exploitation mechanism

## Decision and action

- 1 : checks its validity
- 2 : if valid, sends an *action* proposition (+*appreciation*) to the Head Agent

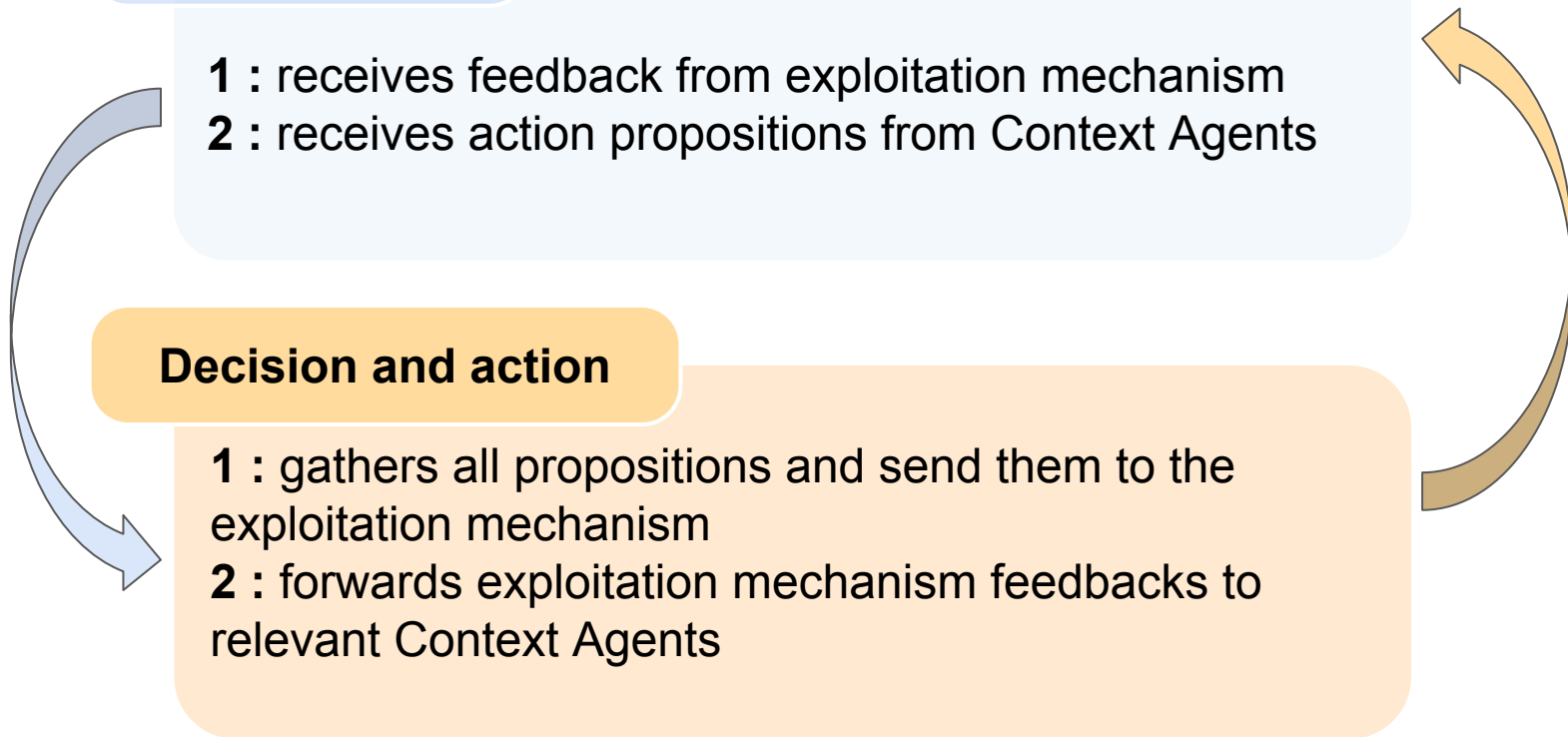


## Perception

- 1** : receives feedback from exploitation mechanism
- 2** : receives action propositions from Context Agents

## Decision and action

- 1** : gathers all propositions and send them to the exploitation mechanism
- 2** : forwards exploitation mechanism feedbacks to relevant Context Agents

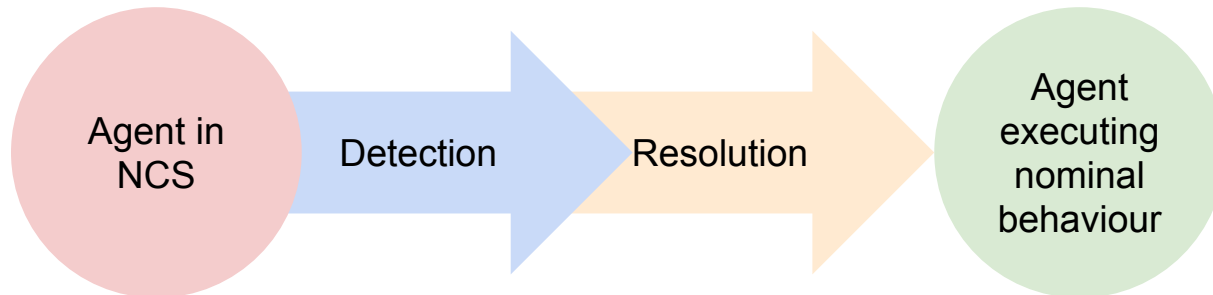


# AMOEBA

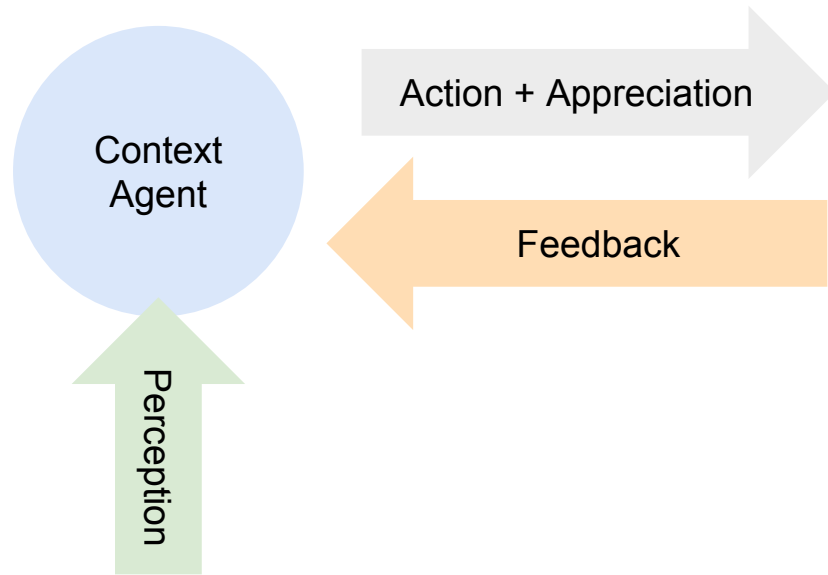
In several cases, these behaviours fail...

... and agents are no more cooperatives.

These situations are NCS



# AMOEBA



## NCS 1 : wrong appreciation

Using feedback, Context Agent know if its action was applied.

It evaluates its appreciation.

If its appreciation is wrong, the interaction is flawed.

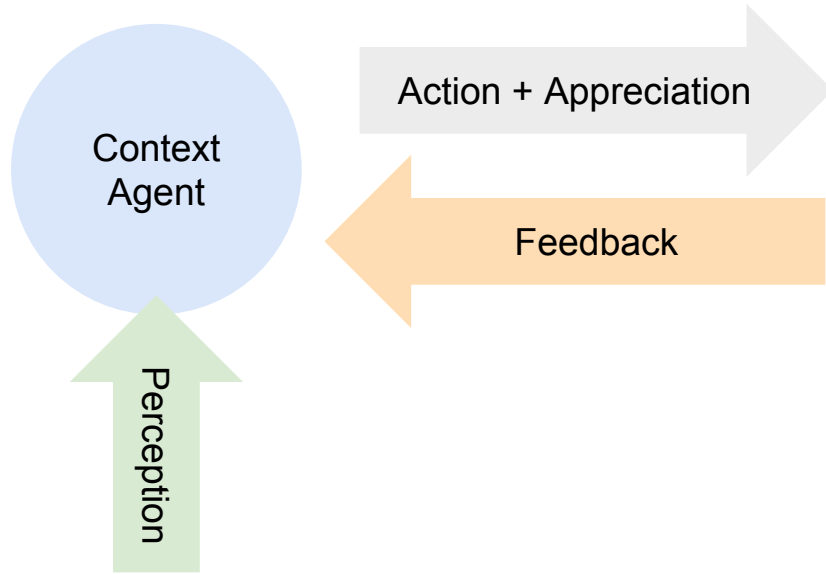
## Conflict NCS

## Resolution :

Reduction of the validity ranges.



# AMOEBA



## Resolution :

Less harmful NCS.  
Context Agent adjust its appreciation.

## NCS 2 : inexact appreciation

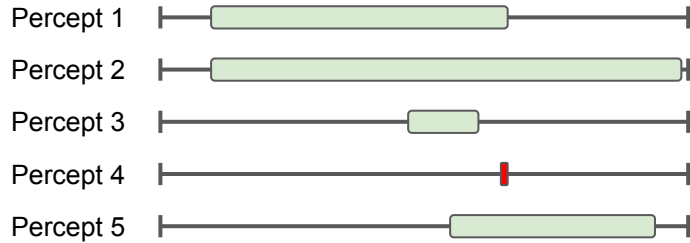
Using feedback, Context Agent know if its action was applied.

It evaluates its appreciation.

If its appreciation is inexact, the interaction is flawed.

## Conflict NCS

# AMOEBA



## Resolution :

The agent self-destructs.

## NCS 3

After adjustment, ranges could be greatly reduced.

If range is inferior to a user-defined critical size, the agent consider itself useless.

## Uselessness NCS

# AMOEBA

## NCS 4

Feedback action was not proposed at the previous step.

No proposition was interesting  
**OR**  
No Context Agent was valid

## Improductivity NCS

Head Agent

Feedback

## Resolution :

Extend last Context Agent range to include current context **or**  
Create new Context Agent

# Conclusion

## AMAS4CL

To handle real world complexity :

- good context understanding
- mapping context/information

Static mapping limited

AMAS4CL propose a dynamic, self-adaptive approach

## Perspective

Works underway :

- networks control
- complex system models generation
- human user behaviour understanding

Formalisation of AMAS4CL

Comparison with other approaches