

Coordinating Measurements for Participatory Sensing Applications

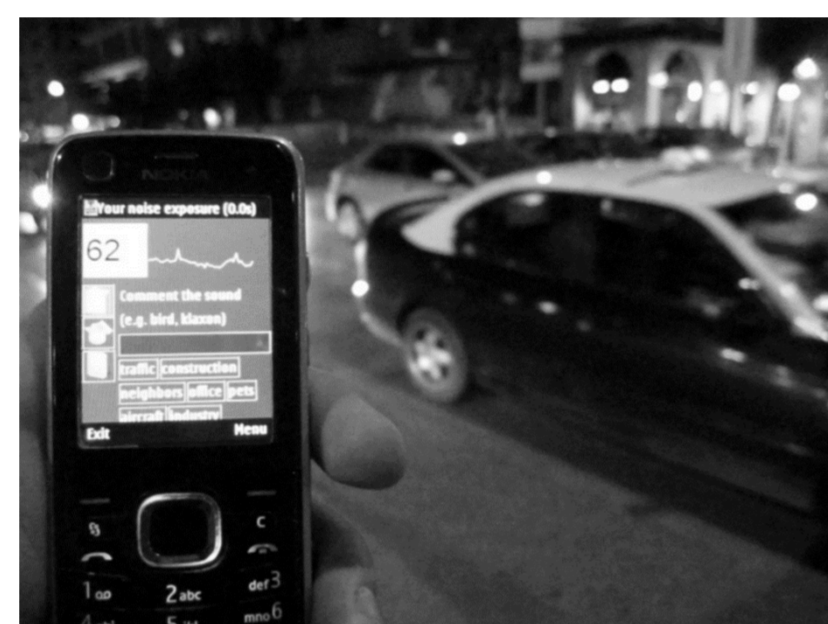
Alexandros Zenonos, Sebastian Stein, and Nicholas R. Jennings
 Agents, Interaction, and Complexity Research Group
 School of Electronics and Computer Science
 University of Southampton

Introduction

Participatory sensing is becoming an effective and cheap tool for monitoring environmental phenomena.

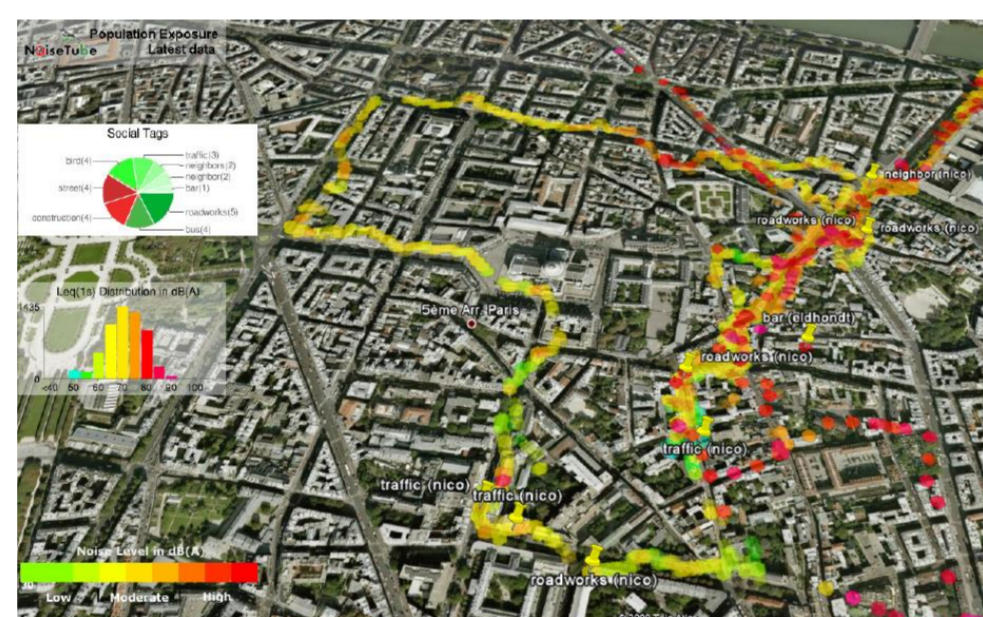
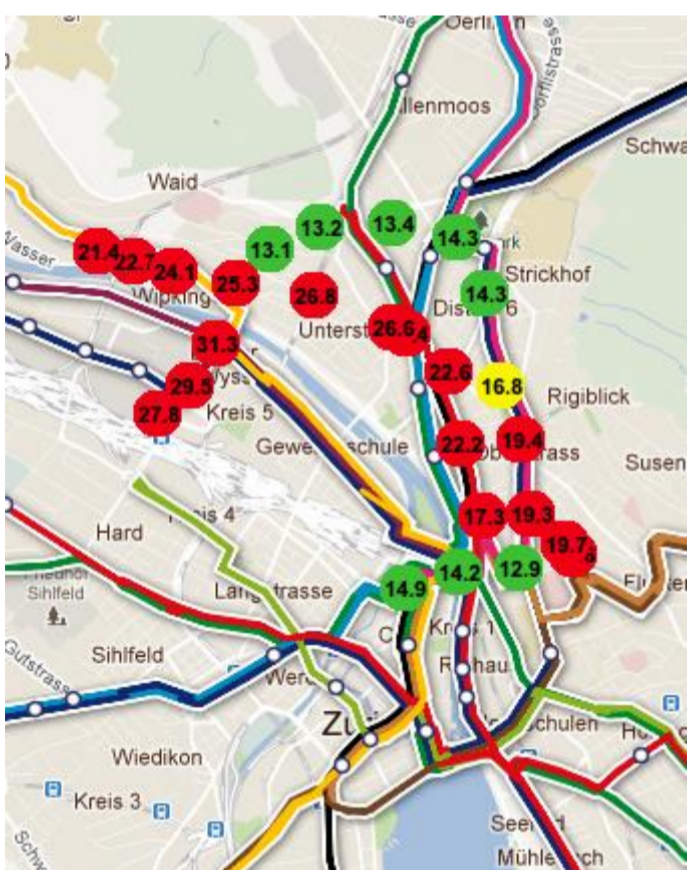
Participatory sensing is about crowdsourcing sensory information via sensors carried by ordinary people (i.e. non-experts).

Sensor information include temperature, noise, radiation levels, light, humidity and gas concentration.



Problems in current participatory sensing applications:

- Partial coverage of the areas of interest which results in **poor situational awareness**.
- Duplicate work which results in energy loss.



Coordination Algorithm

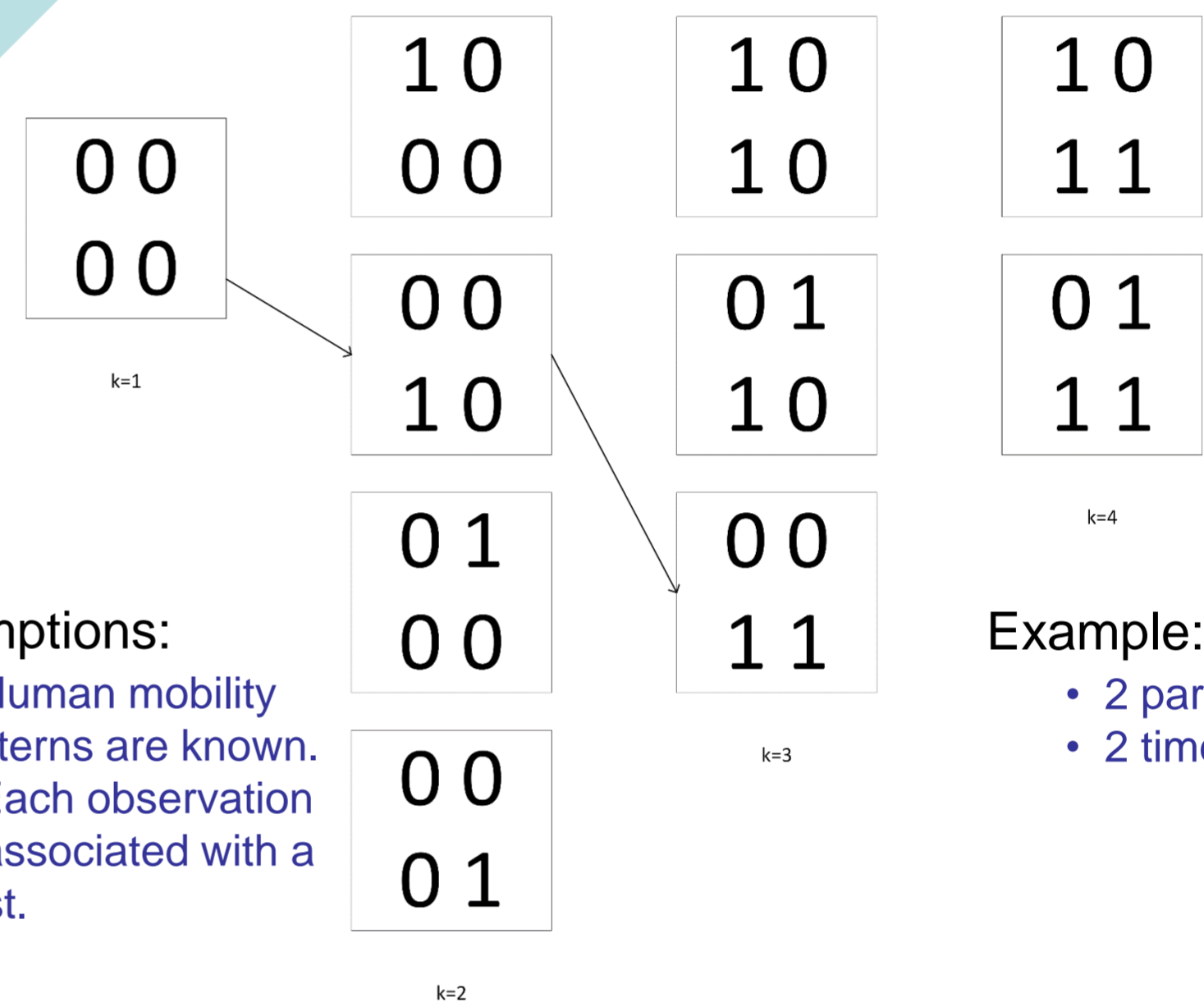
Local Greedy Search (LGS) Algorithm

Step 1

- Start with a null binary matrix: No measurements at all.

Step 2

- Search for the single best improvement in the matrices in each iteration: Add bit by bit until no further improvement is achieved.



Assumptions:

- Human mobility patterns are known.
- Each observation is associated with a cost.

Example:

- 2 participants.
- 2 time steps.

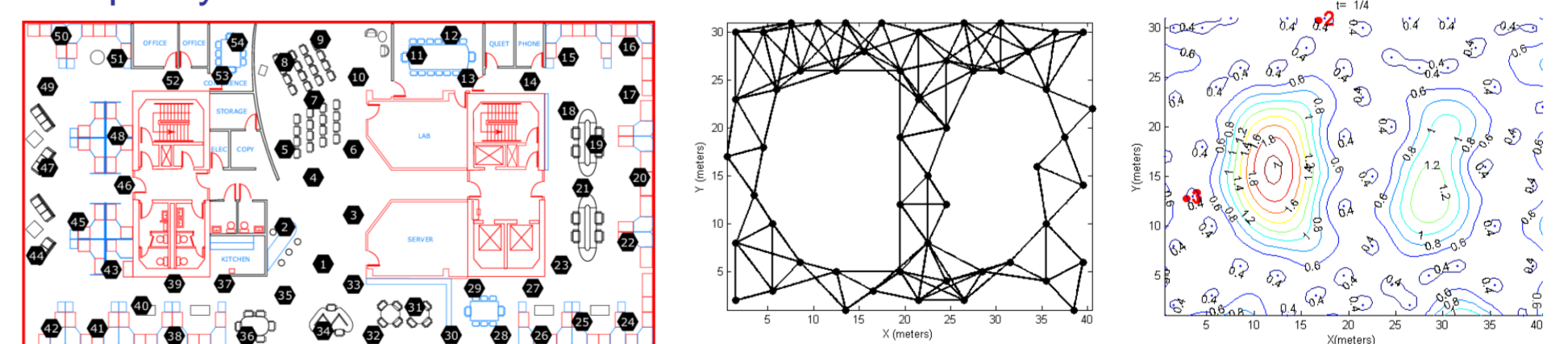
Experiments

Benchmarks

- Greedy algorithm: Take best decision at each time step
- Patrol: Take measurement at every time step.
- Exhaustive Search: Optimal policy

Simulation

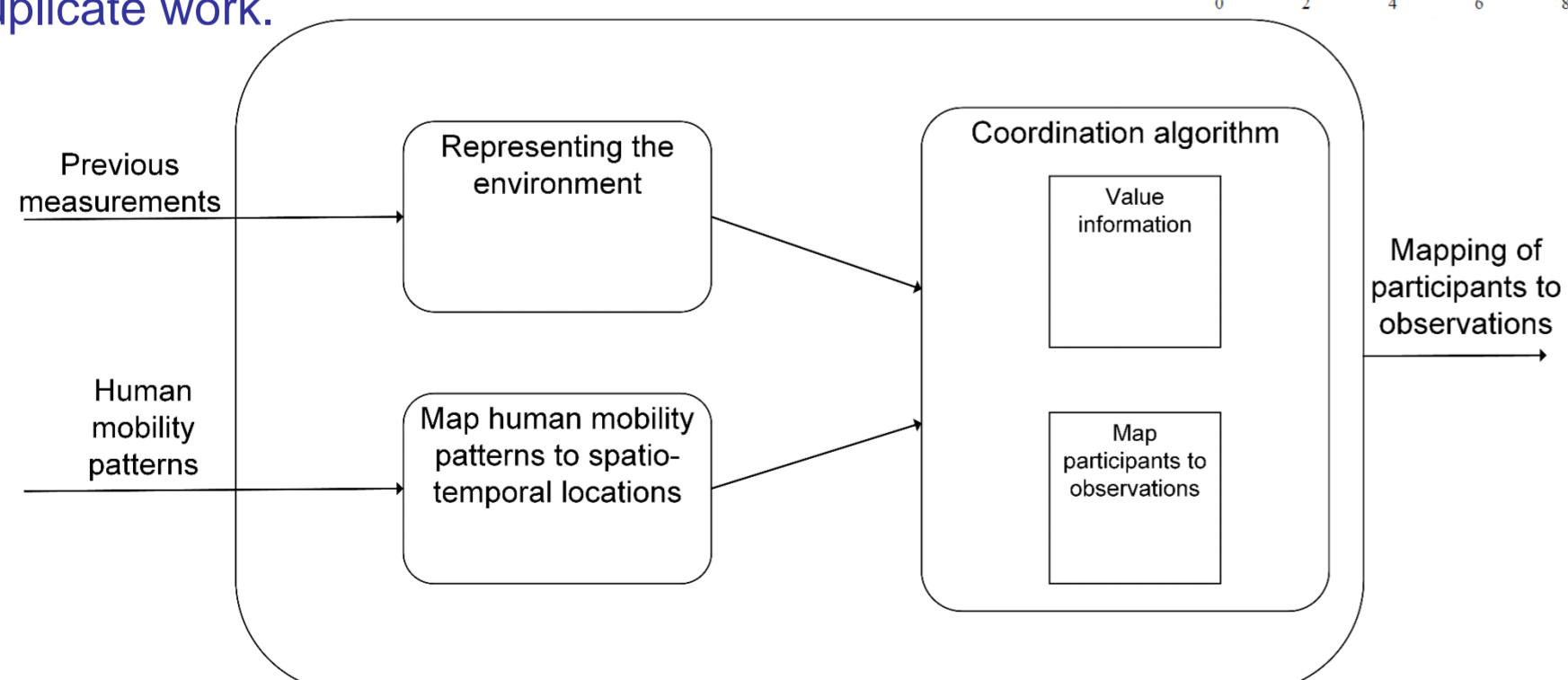
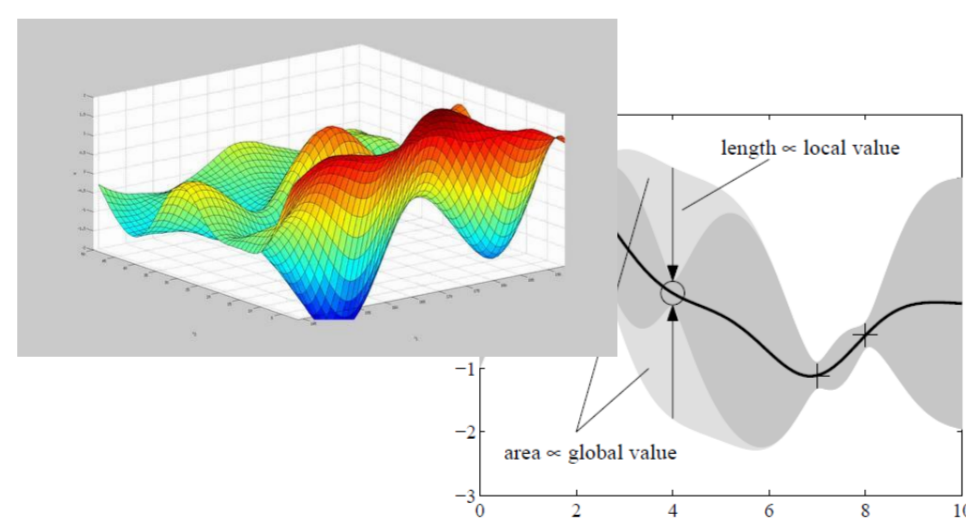
- Real sensor data used.
- Synthetic mobility patterns.
- 4 time steps
- 3 participants



System Architecture

Aim

Provide algorithms for **coordinating measurements** in the participatory sensing setting for environmental monitoring in order to achieve better situational awareness and avoid duplicate work.



We use D-optimality Criterion to value the information at spatio-temporal locations.

$$I(X_B; X_A) = H(X_B) - H(X_B|X_A)$$

Use Gaussian Processes to model correlations over space and time.

$$f \sim GP(0, K(x, x'))$$

Key results

LGS is 83% **better** than the state-of-the-art greedy algorithm and takes 3.3% of the total time of the optimal algorithm.

