

Symbiotic system

as a new social infrastructure based on intelligent interaction among the society, human beings, and information systems

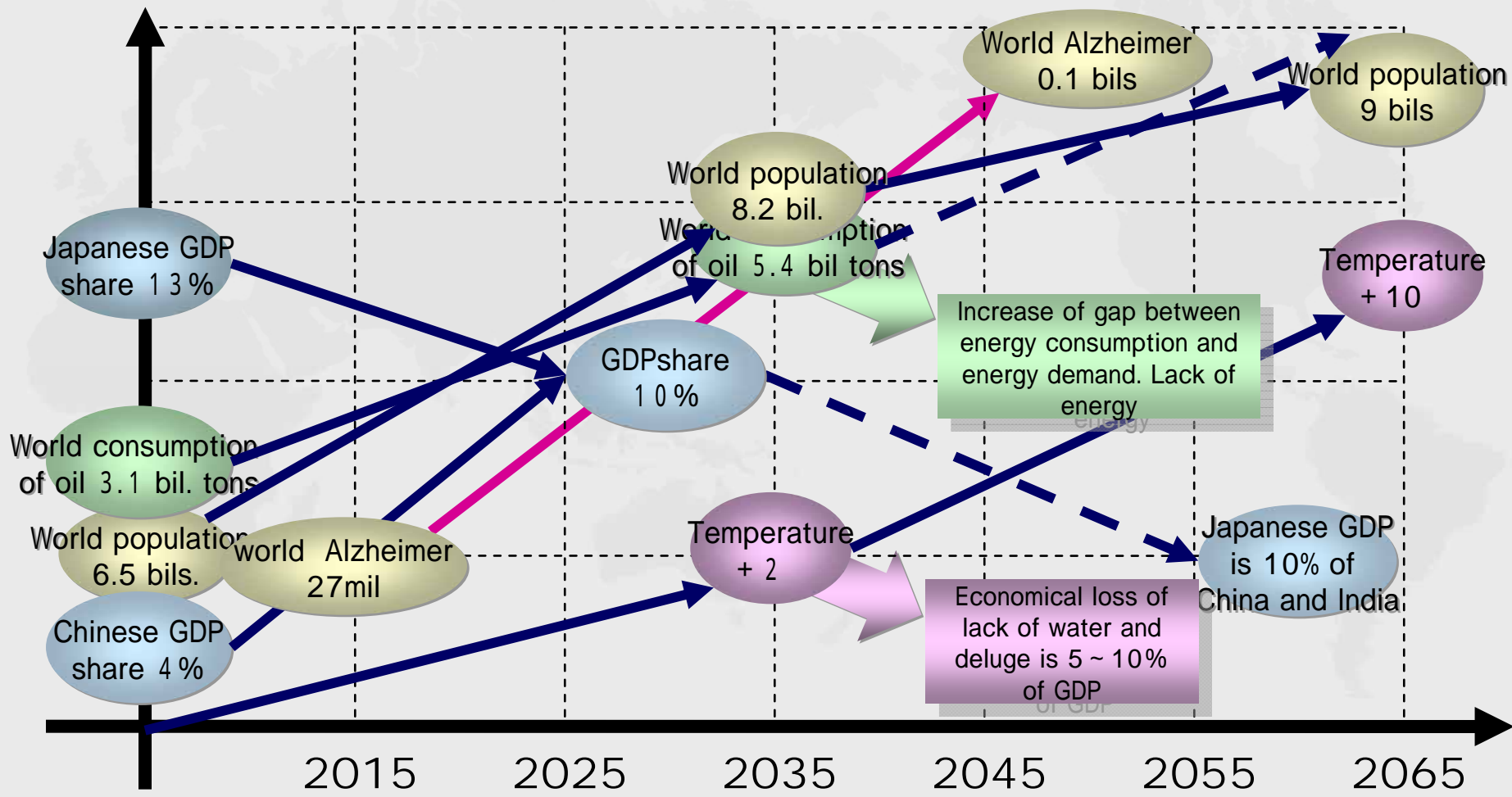
Sep.12th, 2011

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World trend of the 60 years in the future



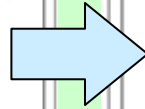
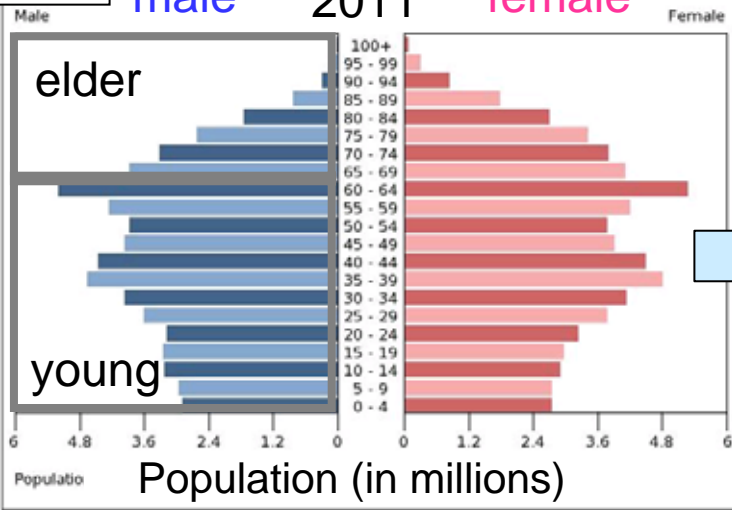
Increasing population of elderly people

Japan

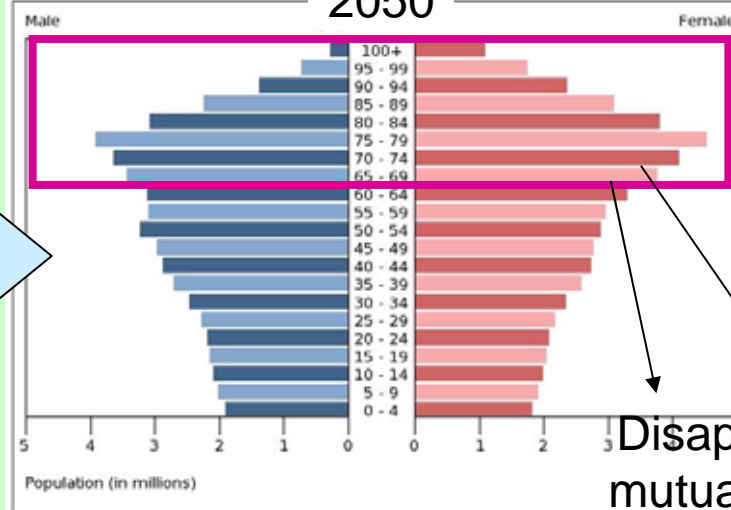
male

2011

female



2050

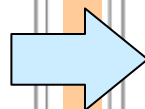
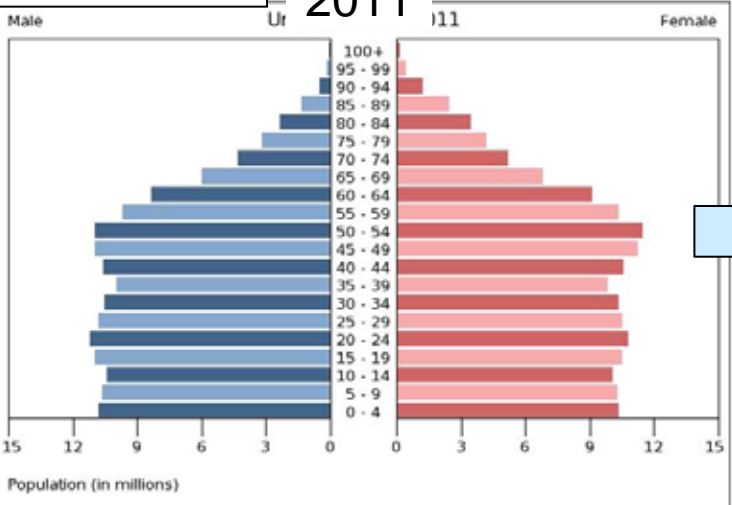


40% of Population Become elderly

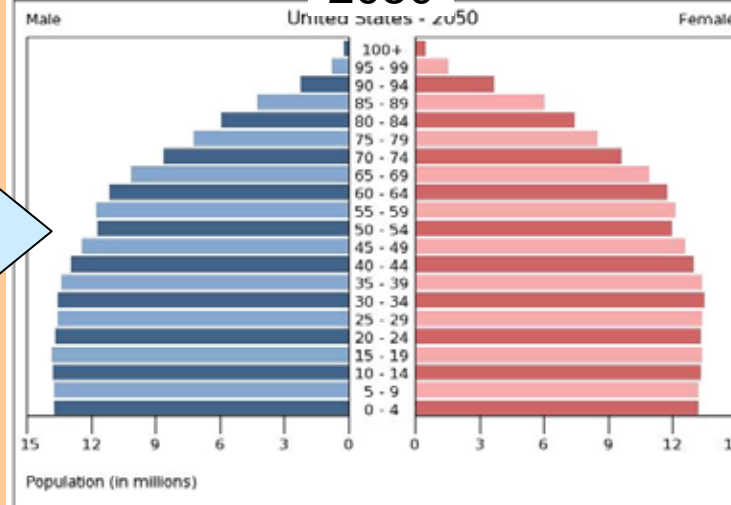
Isolation
Disappearance of mutual assistance

United States

2011



2050

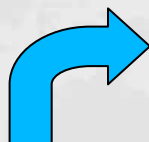


Increasing isolation of elderly people in Japan

- **40% of elderly people don't join group activity in local community** (The Cabinet Office, Government of Japan, 2010)

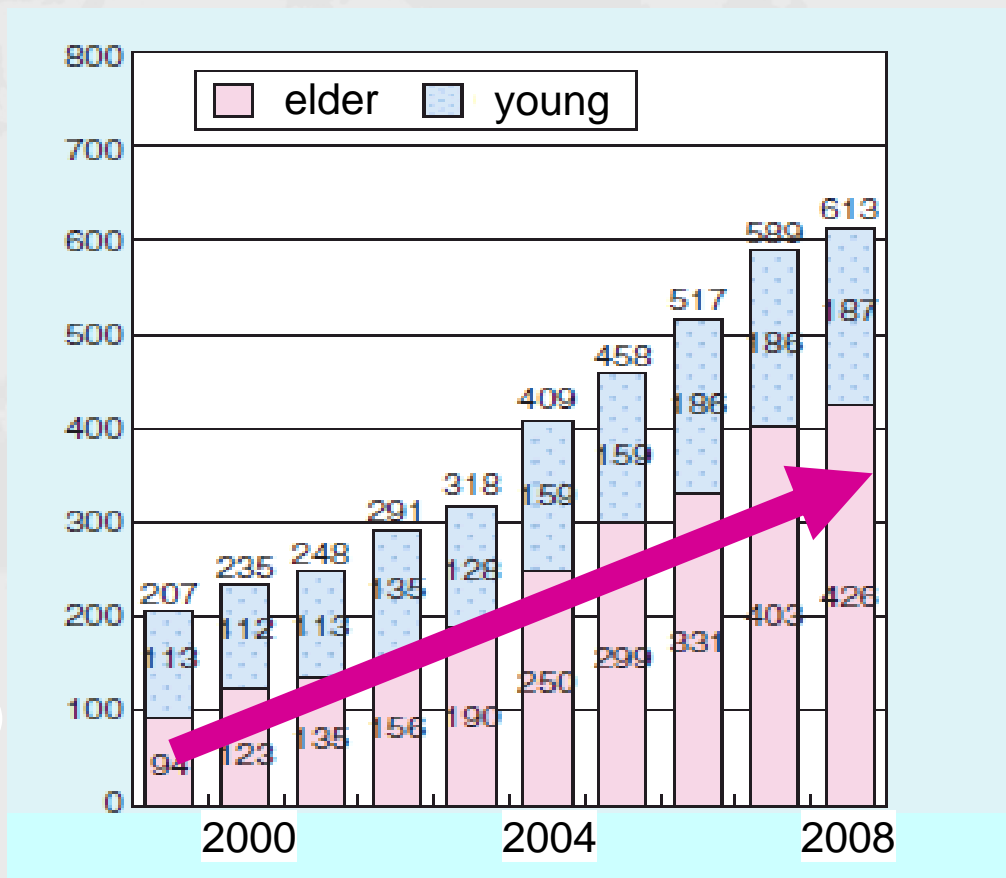
- **16% of elderly people lives alone**

(Ministry of Internal Affairs and Communications, Statics Bureau, 2011)



- **Increasing solitary death of elderly people**

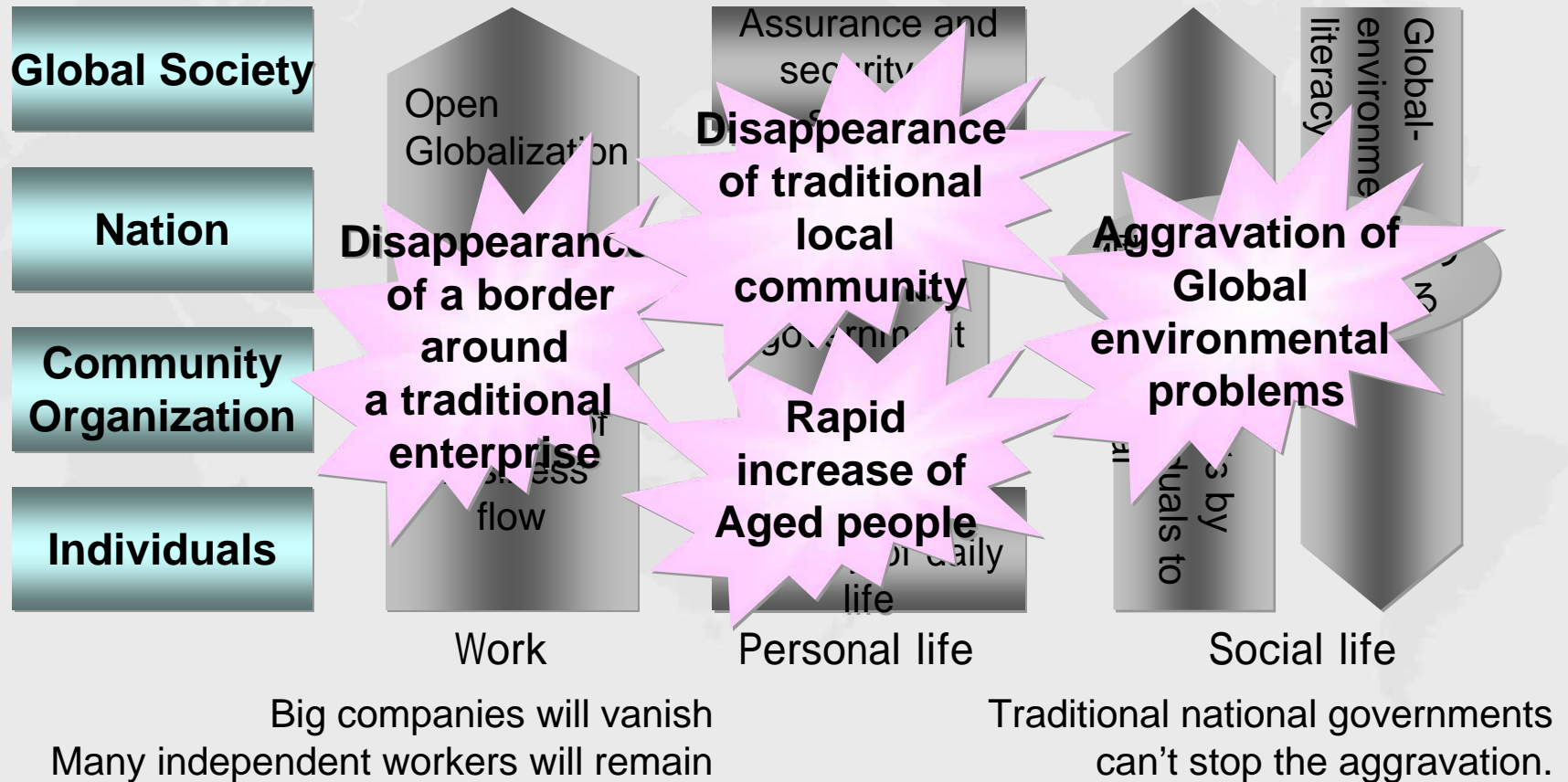
(Urban Renaissance Agency, 2008)



Counting by a housing management organization

Elderly people: more than 65 years old

Three important issues in the next 30 years



How to solve global problems

- **Limitations or misunderstanding on our current society keep it with unsolved problems.**
- **Removing such limitations on the society will smoothly change to be free from the suppression by the problems.**

	Problems predicted	Limitations to be removed
Daily life	-Increase in number of old people living alone -Increase in social welfare costs	-Daily life is restricted to limited places Family members -Older people are less active
Work	-Fluidization of human resources weakens competence of company	- Much tacit knowledge in an organization - Know-how collects in workers' brains
Society and community	-Indifference to social affairs -Aggravation of global environment	-Individual behavior does not influence society -People can't sense gradual change

Personal Life of 30 years in the future

- People of 80 years old will actively contribute to the society.
- This system enables family members to communicate peacefully with one another than that they live together.



Trainer for increasing health

Prosthesis of activity

Remotely living together
Tele-education

Life assistance

Technology issues

Mind communication

Robot assisting daily life

Nonverbal communication

Smart town

Remotely living together

Prosthesis of perception

Analysis of health condition

Understanding intention

assisting education in life time

Open co-creation system

- Every person will be able to play an active roll by his own specialty.
- The system will assist people in collaborating with others to accomplish big business though they seem to be working randomly at a glance.



Maximization of intellectual productivity of open community

Harmonization of individual activities and Feedback them to global society

Global tele-collaboration

Maximization of individual creativity

Technology issues

Mechanism of inspiration

Intellectual productivity

Community management

Global tele-work

Open work-flow

Global human resource management

Coaching

Protection of originality

Assisting life-time education

Global collaboration system

promotes all of the people to collaborate for solving the global problems coming in the future.

- **The system removes many barriers such as ones in inter-cultures, ones in inter-generations, ones between individuals and the society.**

Giving suitable information to individuals

Assisting comprehension of global problems

Overcoming barriers of mutual understanding



Assisting spontaneous behavior.

Spreading individual activities

Reporting contributions to individuals

Tech issues

Dynamics of information explosion

Comprehension of global problems

Analysis of complex mutual dependency

Personal adaptation improves information literacy

New generation of mass media

Cross-cultural collaboration

Activity monitoring

Coordination of opinions

Evaluation of information reliability

Symbiotic technology

fusion of socio - technology and scientific technology

realizes symbiosis

between people and society,

between people and natural environment,

among people

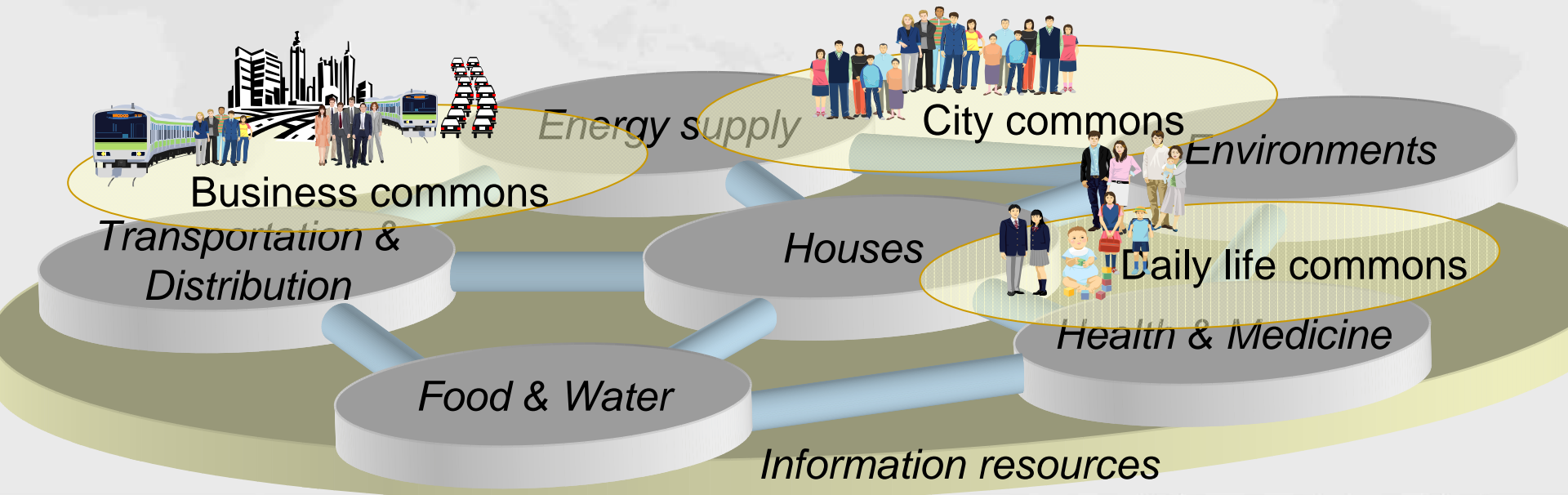
between people and information systems

Social infrastructure by Symbiotic tech.

● Key idea is based on “Shift from Ownership to sharing”

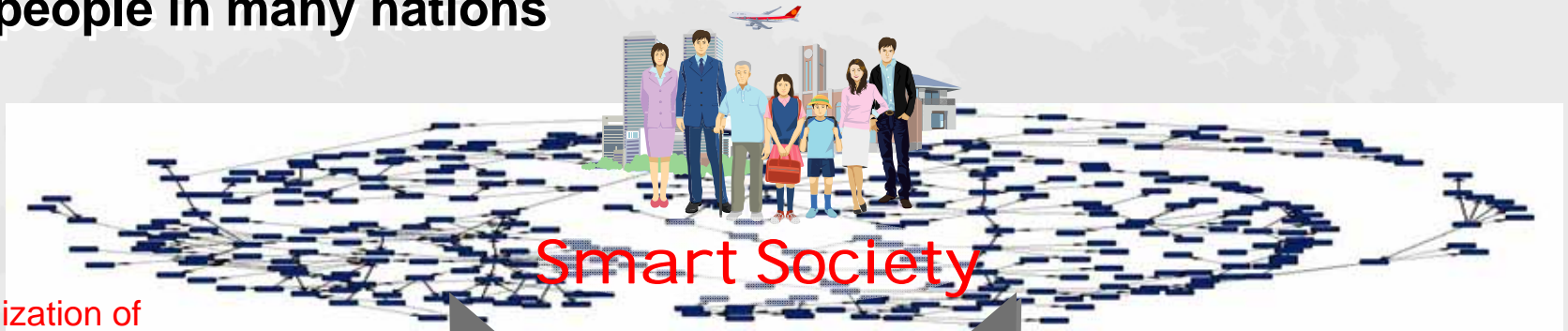
➤ Sharing and utilizing social resources :
(like virtualization of computers)

- Human resources (connection of people)
- Town resources(Transportation, Distribution, Energy supply, Food & water supply, Environment, Health, Houses)
- Information resources (data, IDs, knowledge sharing)

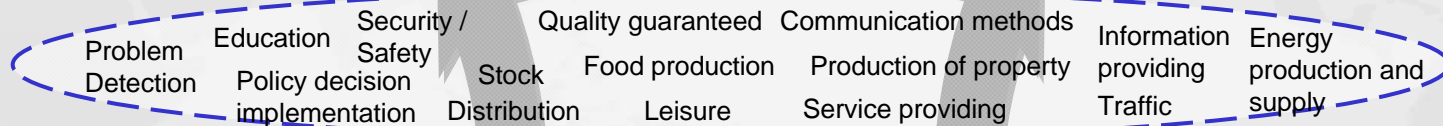


Integrated city infrastructure

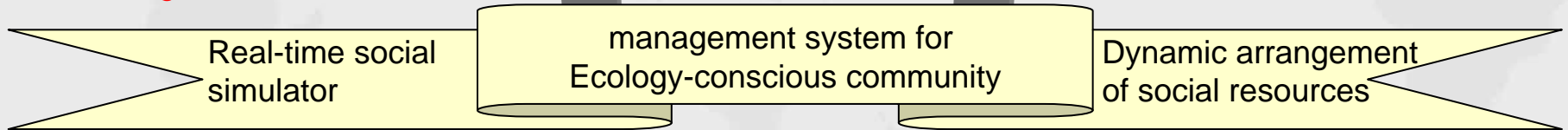
Social functions will be virtualized and shared by people in a city or people in many nations



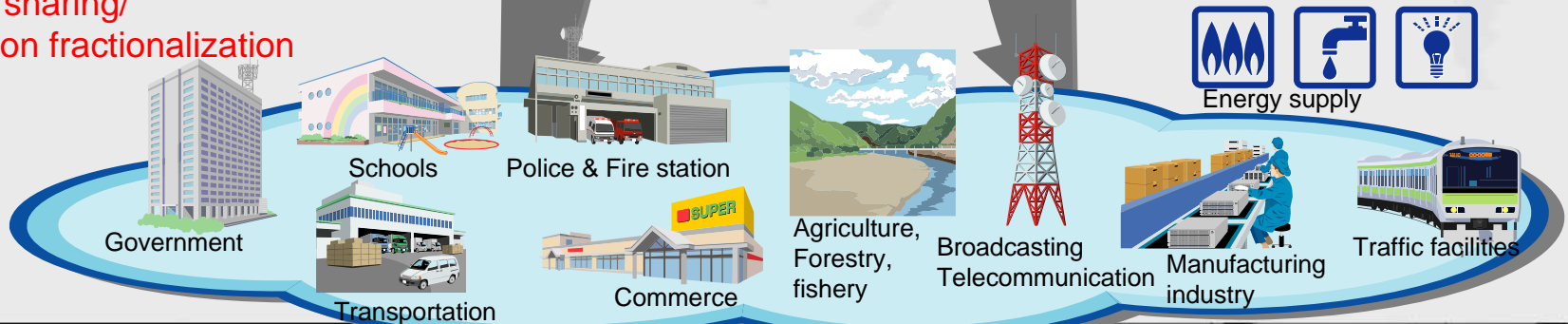
Virtualization of social functions



Rebundling

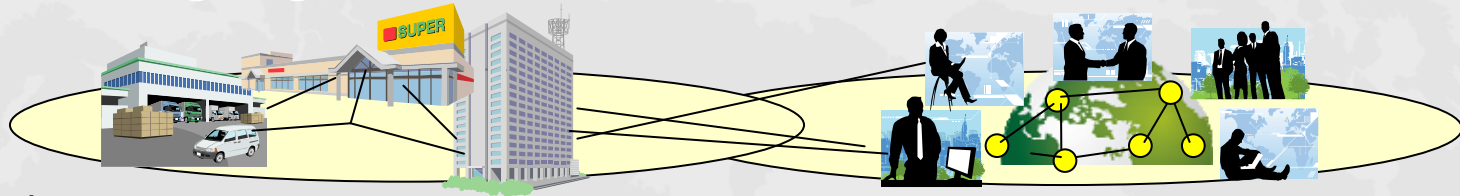


Time sharing/ function fractionalization



Open Co-creation platform

Virtualization of business process will realize business activities by floating organizations.



Business by compound companies

Solution of global problems by human networks



Rebundling Global restructuring of business process Global transactions and distribution of intellectual properties

Time sharing/ function fractionalization Fractionalization of transactions Measurement and evaluation of Intellectual productivity Segmentation, record, communication of Workflow

Platform for open business process

Current business process

Distribution Project management Transaction of Trust Skill training
 Planning Production Quality management Human resource management Education
 Design Development Arrangement CRM Work share Work life balance

Personal Small / Medium enterprise Large enterprise Local government Educational system

Total Guard system

Promotes everybody to participate social activities, improves everyone's health condition, and decreases social welfare costs

Healthy society

Health care optimal to individual is provided

10,000 people care for one old person

All aged people join social activities

Activation of aged people

Health care of life time

Nursing care by open collaboration

Health community support

Persuasion into healthy behavior

Super-distributed collaboration

Symbiotic devices, I/F
(Wearable, Ubiquitous, Robot)

Life time symbiotic system

· Virtualization of personal property
· Advanced personalization

Hetero integration

Current
Social
infrastructure

Electronic medical record

Medical treatment fee

Resident register

Record of inoculation

Medical examination

Clinic

Medical information

General hospital

Telecommuting

Privacy protection

Carer

Health insurance

Dietitian

Network

Nursing-care

Rehabilitation center

Life insurance

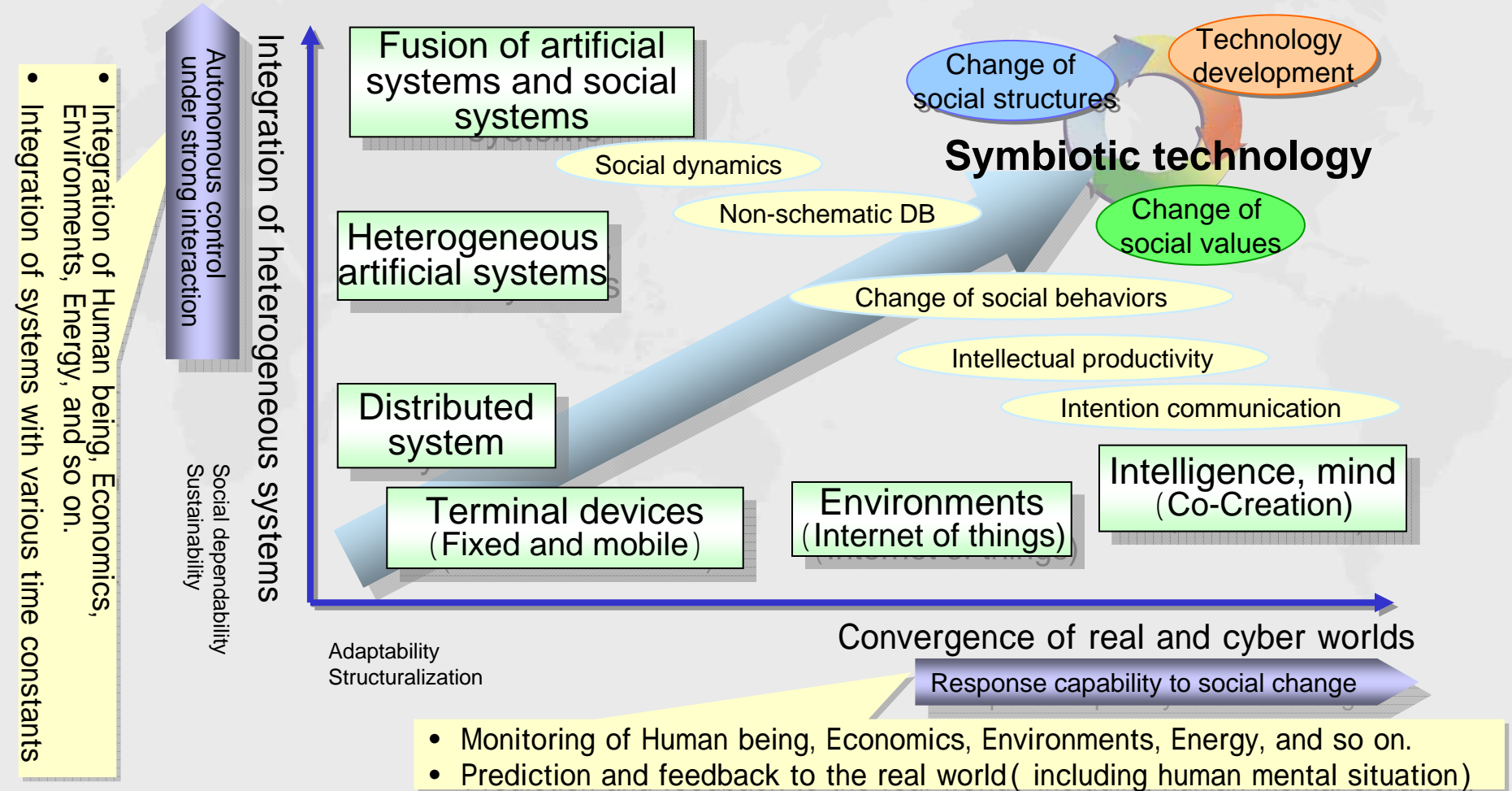
Nursing hospital for care

Hygienist

Nonlife insurance

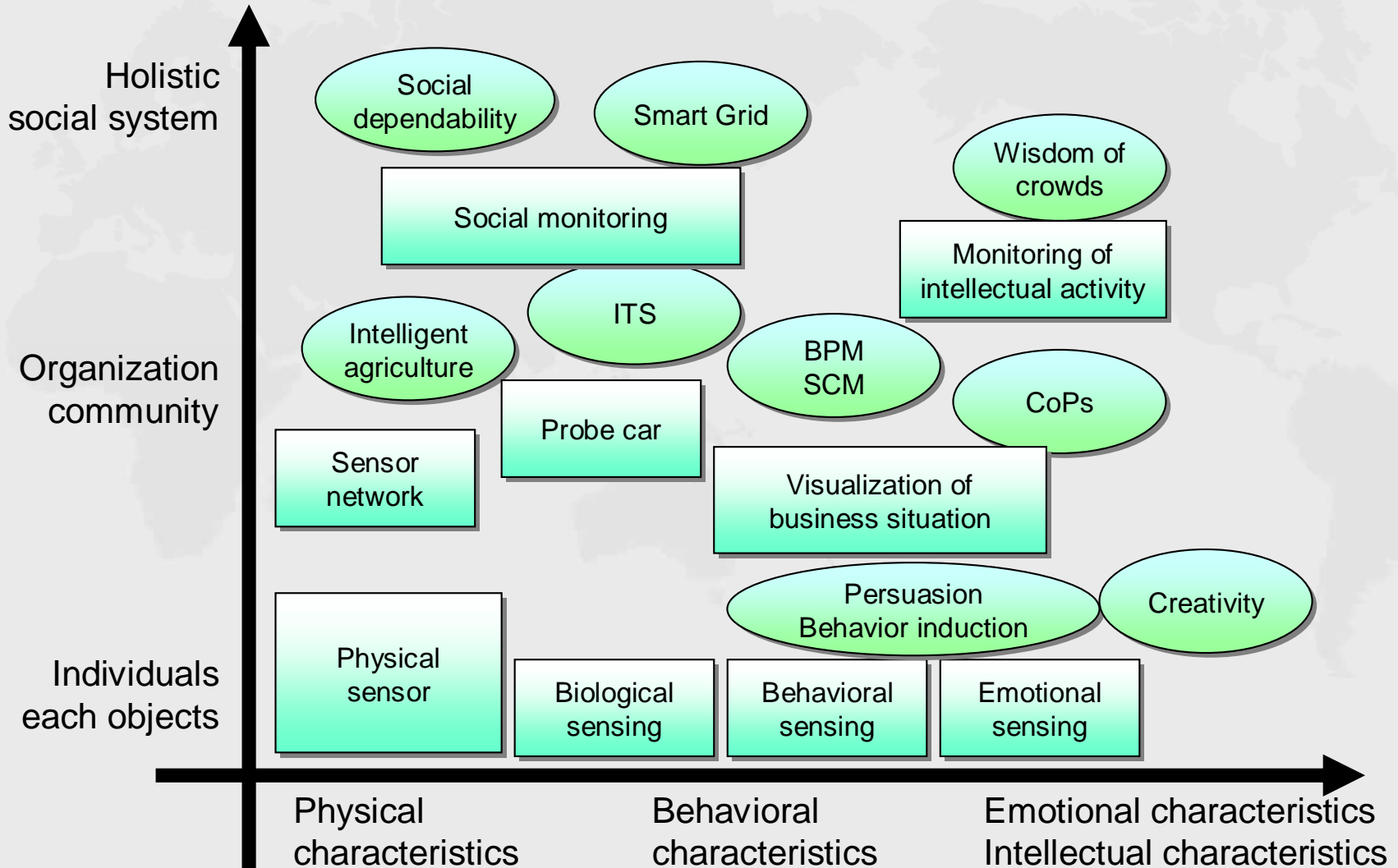
Two dims. of symbiotic technology

- The next stage is to combine socio-technology and scientific technology.



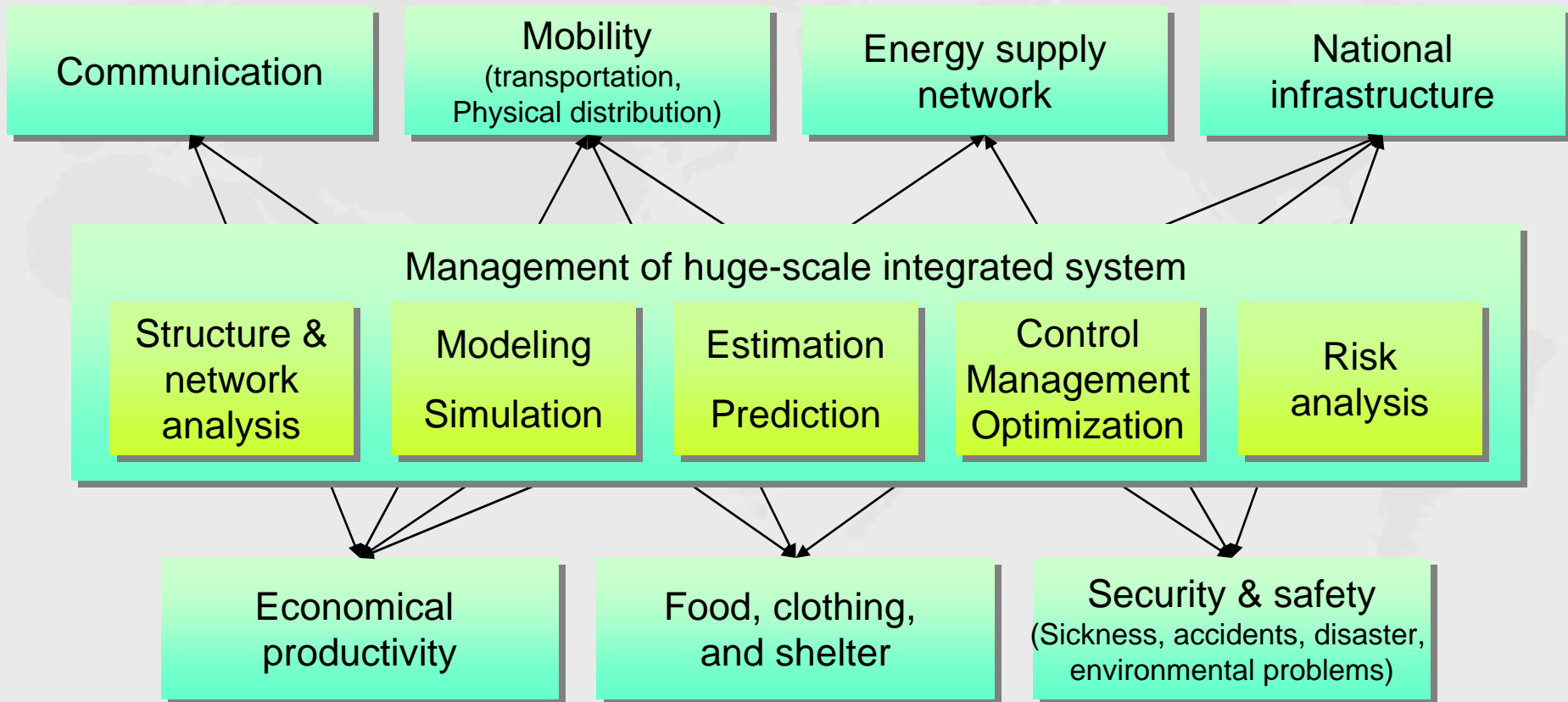
Convergence of the real and cyber worlds

● Two dimensions: characteristics and size of party



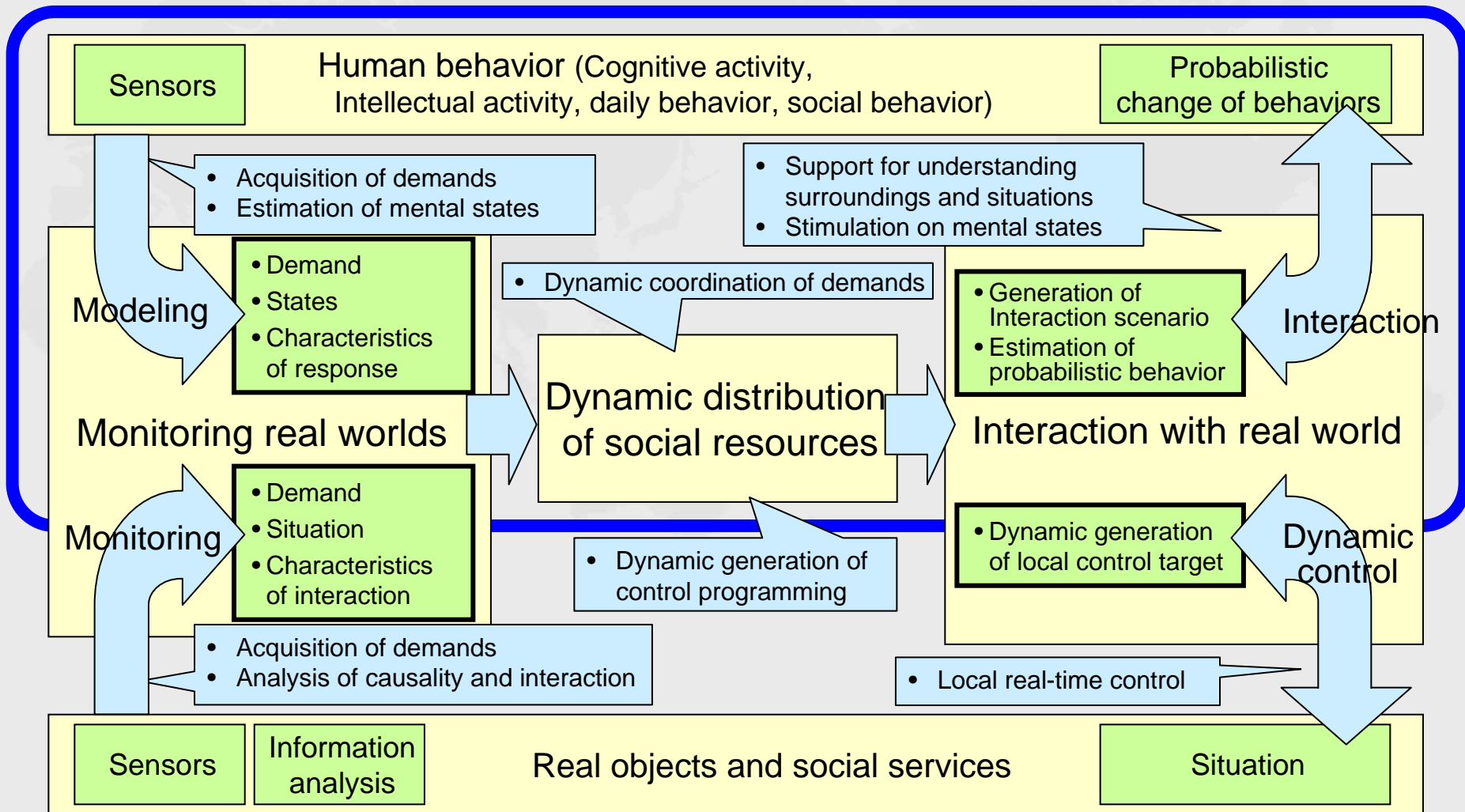
Hetero-systematization

- Individual systems grow and are entangled.
- Design method of huge-scale integrated system is necessary.



Architecture of symbiotic system

- Combines dynamic control of social hard-ware and promotion of spontaneous human activity

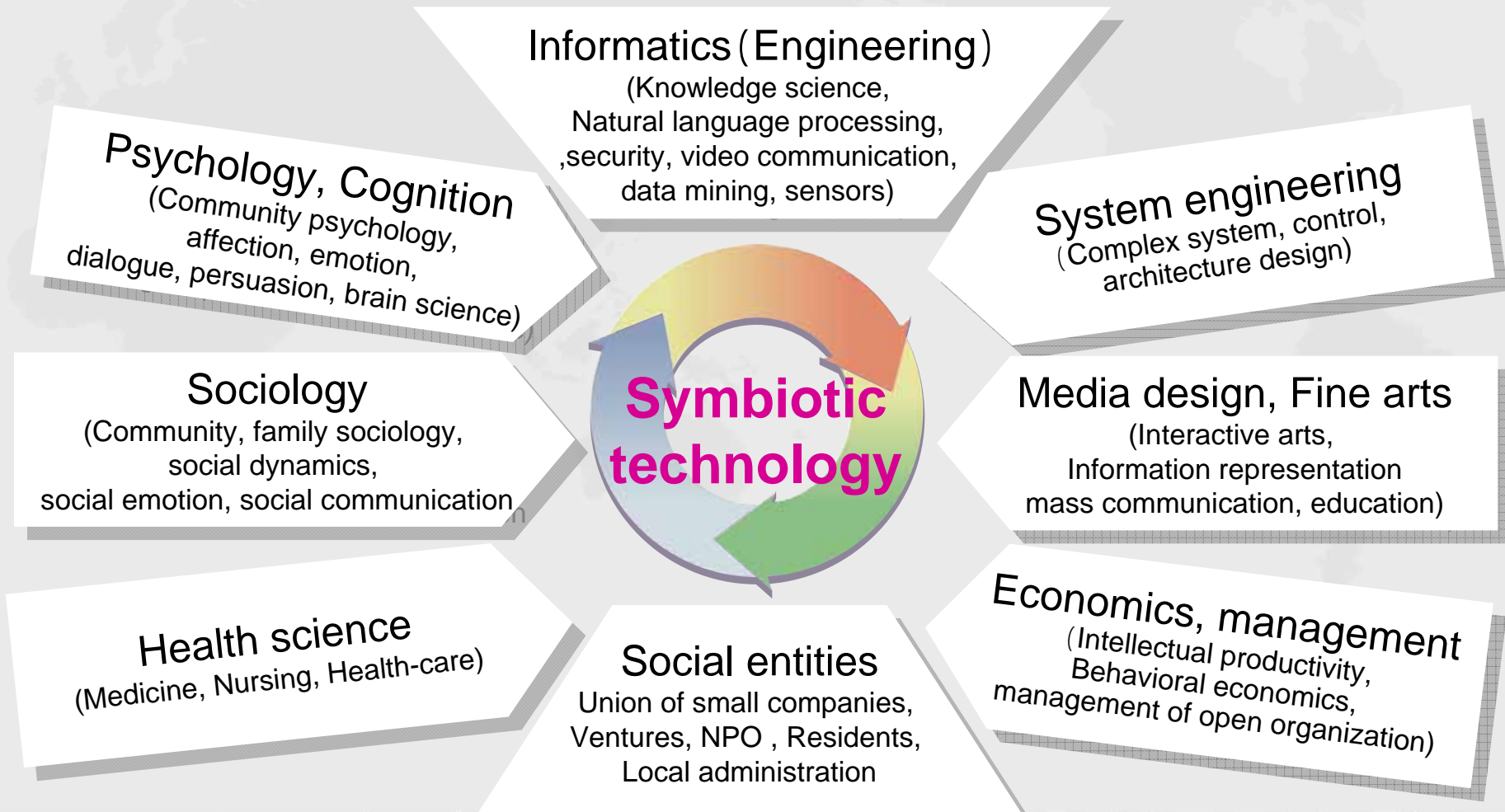




Technology development and Field evaluation

Inter-disciplinary collaboration

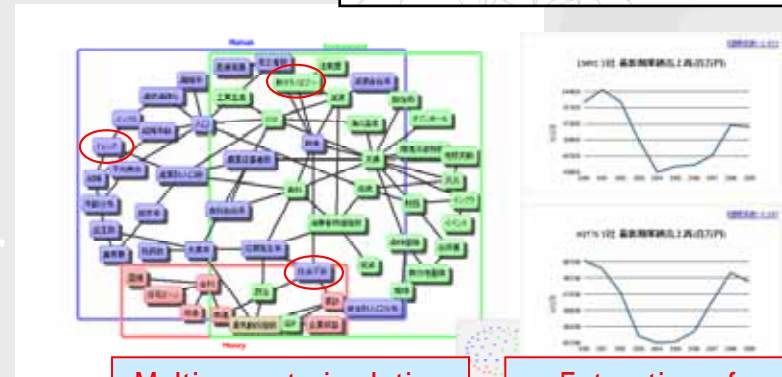
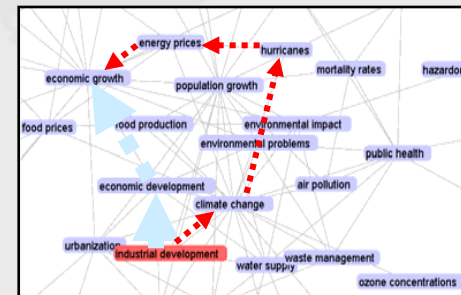
- For developing symbiotic technology (fusion of socio-technology and scientific technology), interdisciplinary collaboration is essential.



Future exploration

- We extract structure of dynamics in the real world by using natural language processing and multi-dimensional pattern processing.
- Understanding of reciprocal influences in the real world helps us to predict issues which will occur in the future.

- ➔ Chronological event (CE) retrieval
- ➔ Causal network analysis
- ➔ System dynamics
- ➔ Multi-agent simulation
- ➔ Workshops in our future center

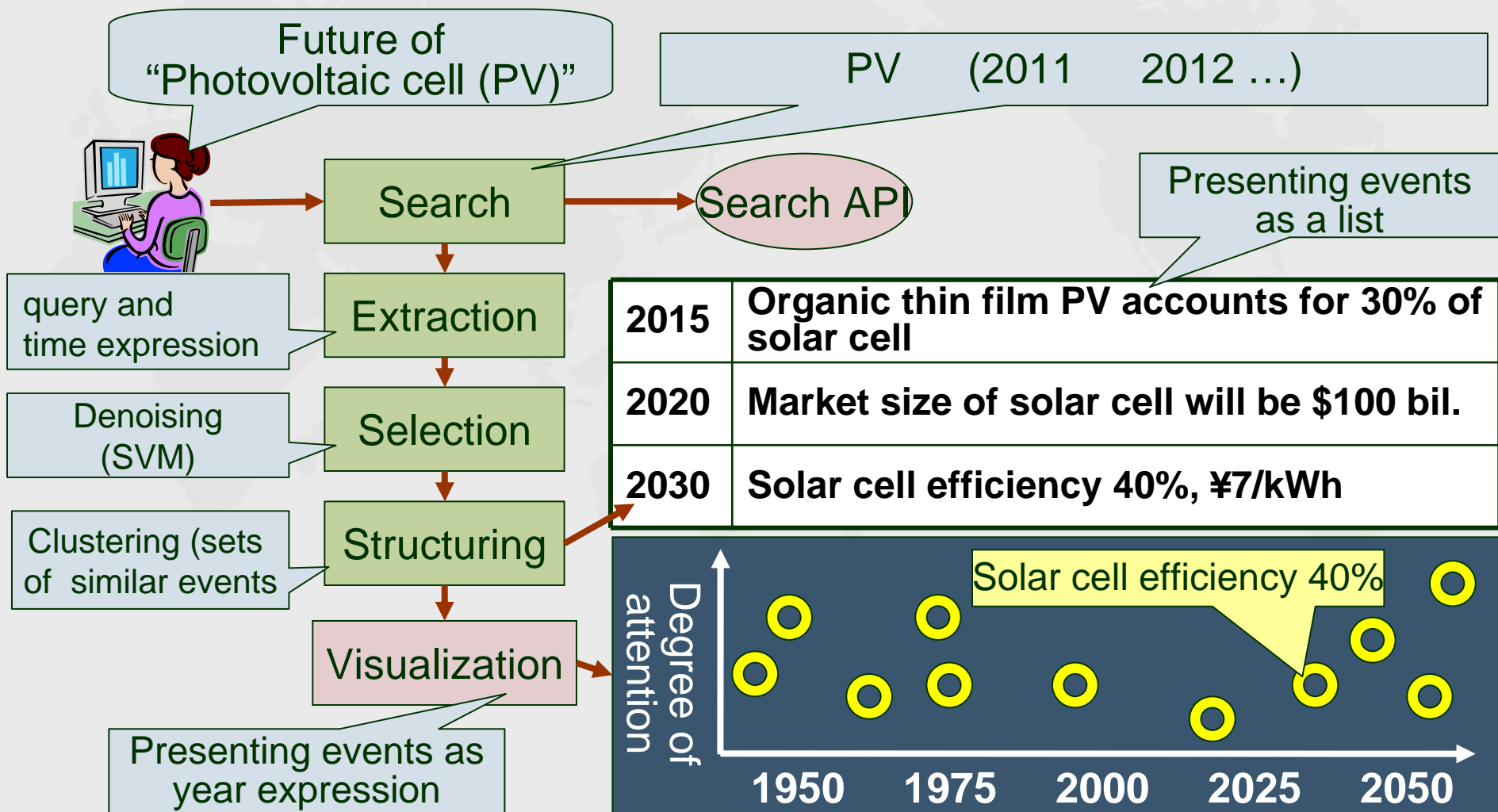


Multi-agent simulation using causal network

Extraction of correlated changes

Chronological event (CE) retrieval

: Extracts future or past events from a huge amount of documents.



A method for CE extraction

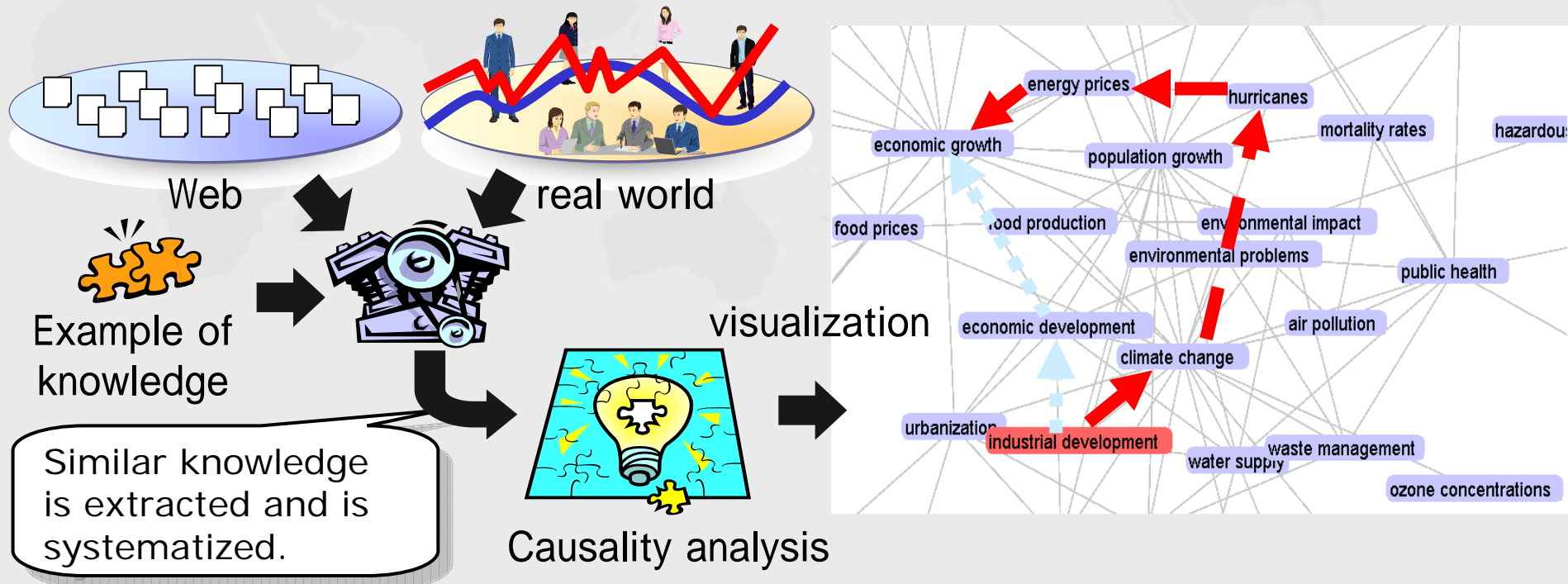
- We introduced expansion of query terms for improving recall rate.

expansion	Future	Past
Time determiner TD	till, until, by, in , before, etc.	In, of , till, from, since, etc.
Time expression TE	From ** to **	-
Context term CT (frequently added words)	prediction, target, estimate, increase, decrease, future, down, up, peak, etc.	origin, source, first, start, discover, establish, foundation, completion, etc.

	Precision	Recall	F-value
Baseline	0.648	1.000	0.786
UG (Unigram)	0.798	0.851	0.824
UG+LM+CT	0.807	0.861	0.833
UG+LM+CT+SS+IY	0.825	0.873	0.848

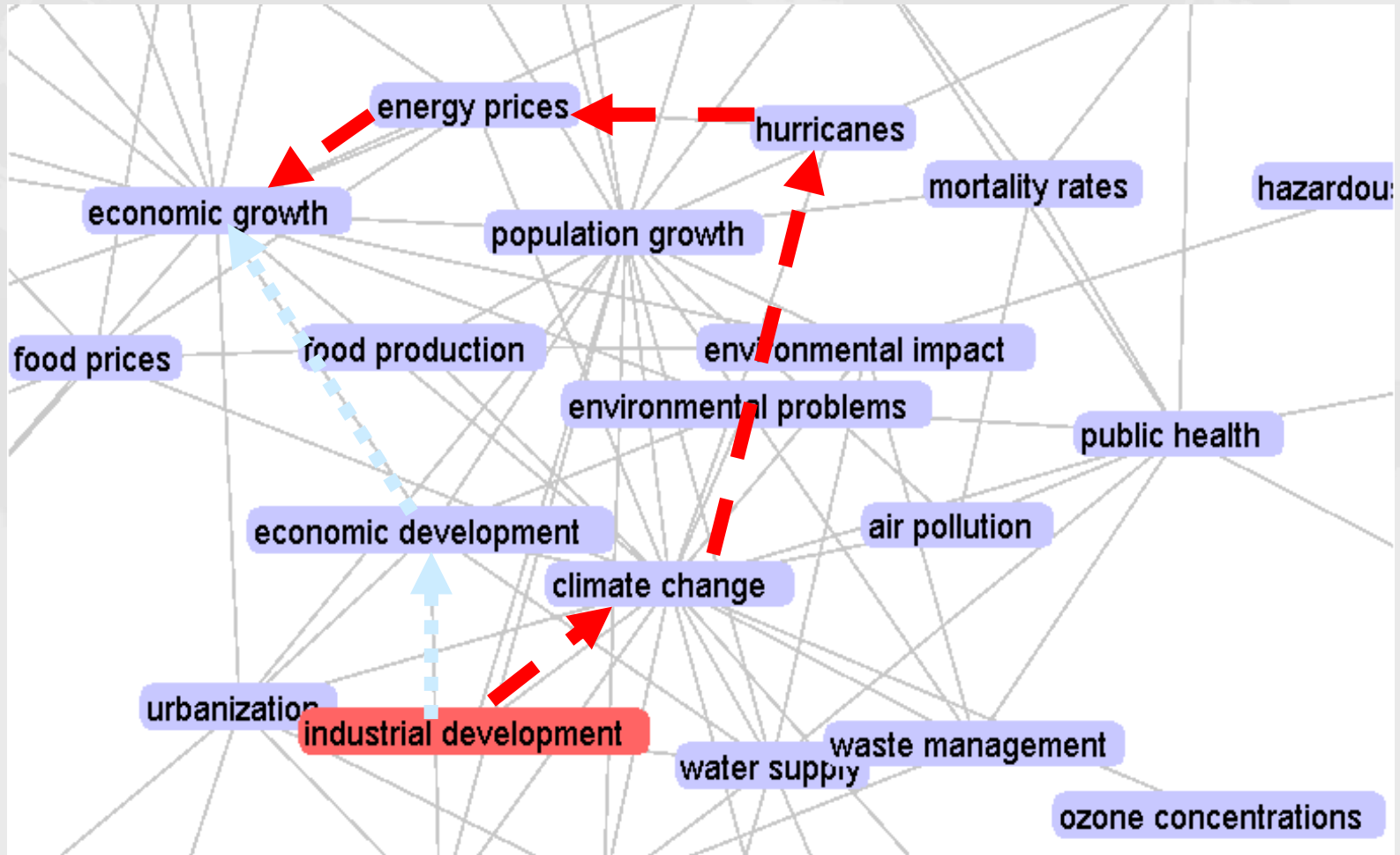
Causal network analysis

- Causality analysis can be applied to extract dynamic relationship in the real world.
 - It can extract structures of knowledge by integrating a lot of partial information in WWW, documents, and the real-world.
 - It helps us to understand complex interactions of events, objects, economic trend, and changes in the society.



Example of causal network

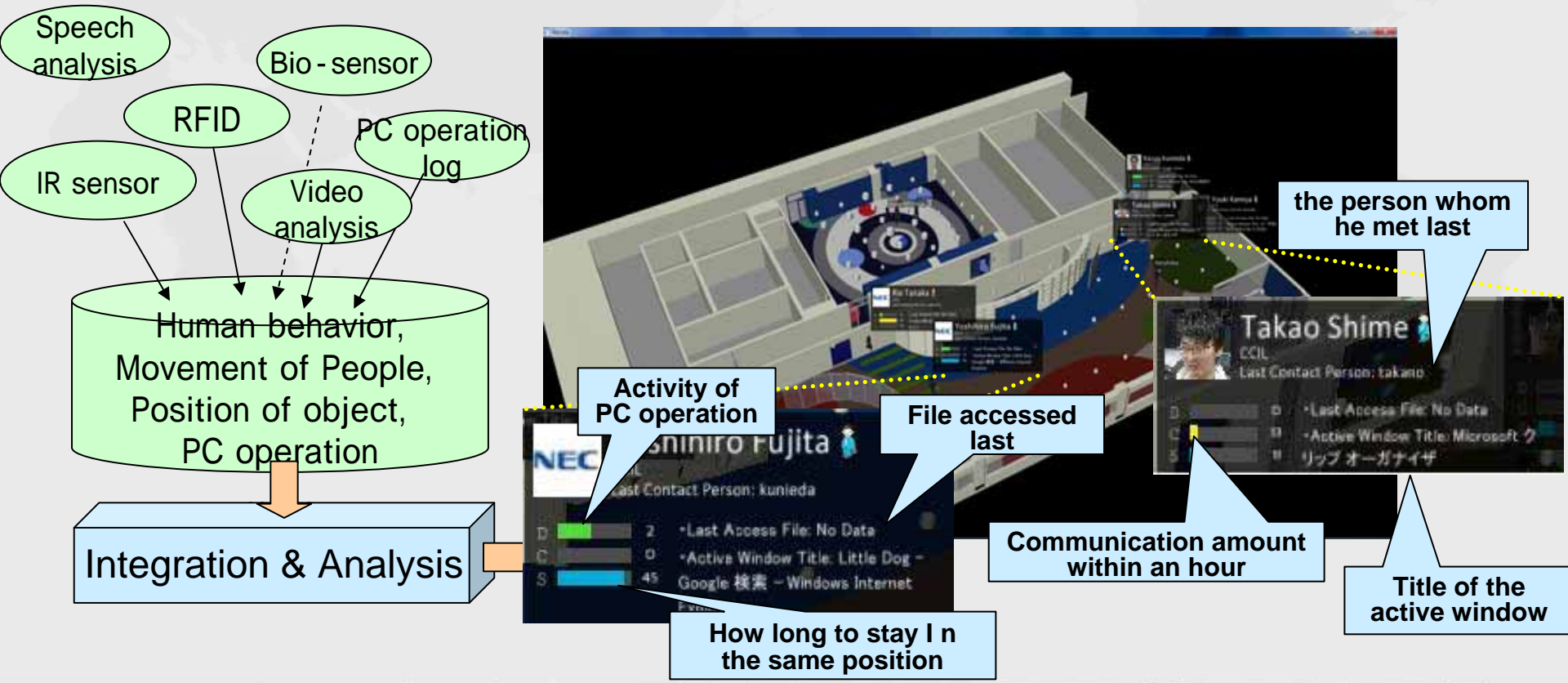
- We can understand multi-paths between “industrial development” and “economic growth”.



Intellectual activity analysis for open co-creation

Method to measure intellectual productivity and improve intellectual productivity.

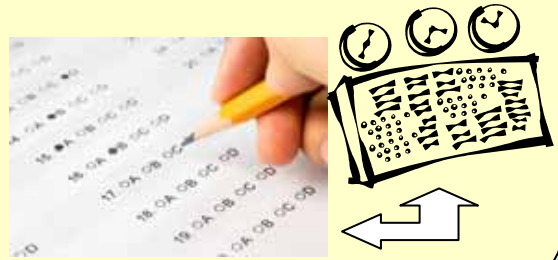
- Multi-modal activities of researchers are sensed and analyzed for extracting intellectual productivity of each researcher and idea created from interactions between researchers.



Intellectual activity analysis for open co-creation

- Method to measure intellectual productivity and improve intellectual productivity

Mental health care in offices



Workflow management



Facilitation of creative communication



Facilitation of idea creation



analysis

Human behavior,
Movement of People,
Position of object,
PC operation

Integration & Analysis

Activity of PC operation

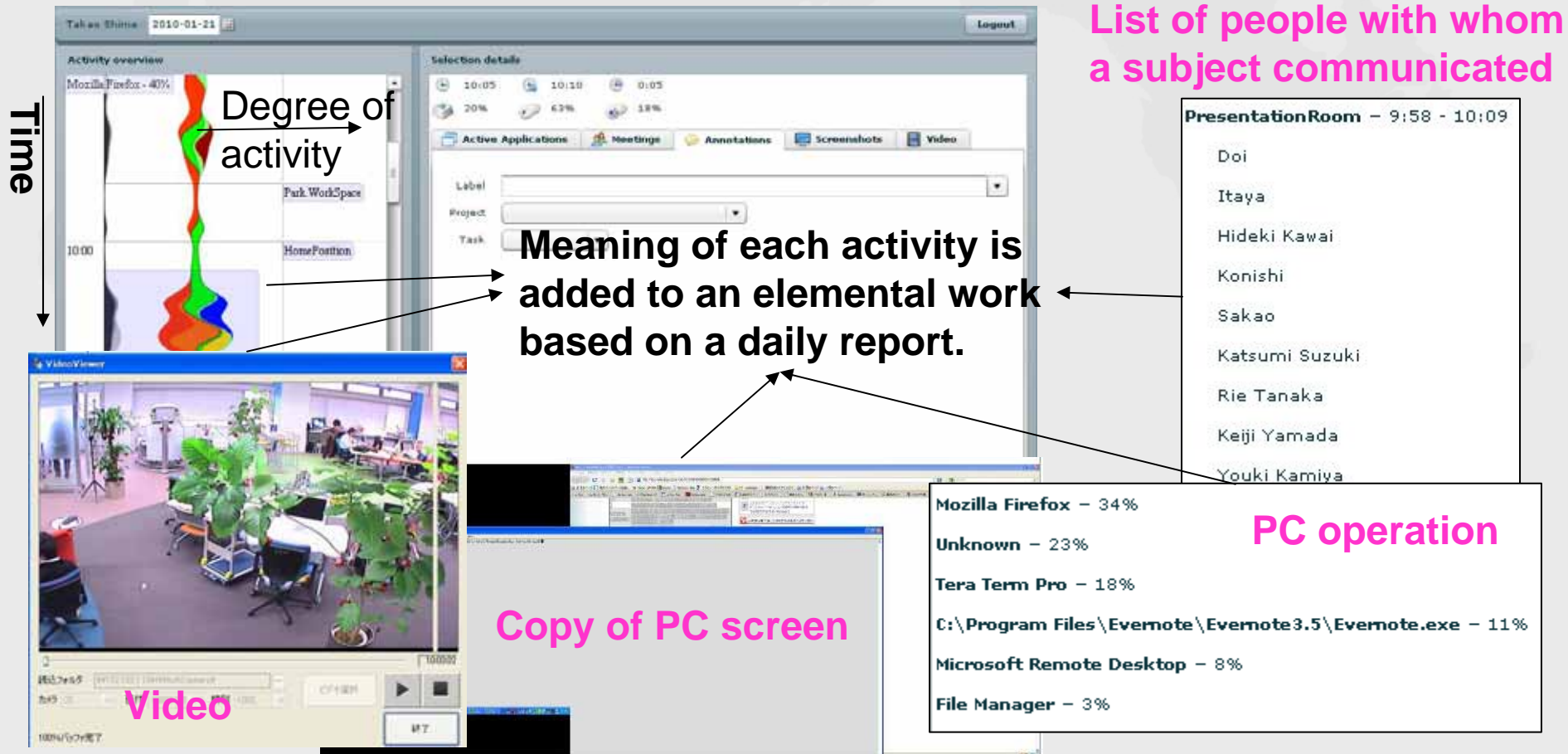
File accessed last

Communicati within an

How long to stay I n the same position

Annotation to sensed data

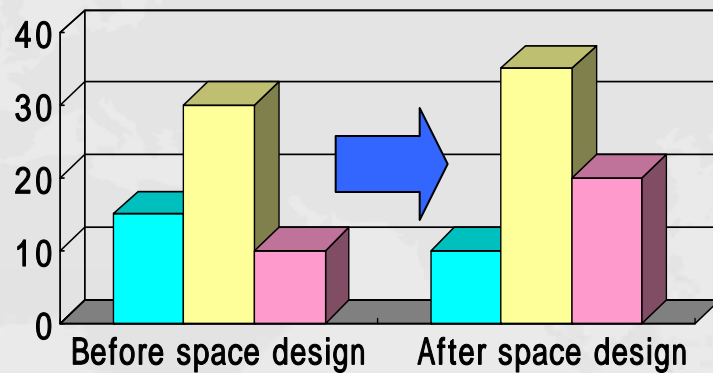
- Automatic segmentation of workflow generates a set of elemental works, the meaning of which are labeled semi-automatically.



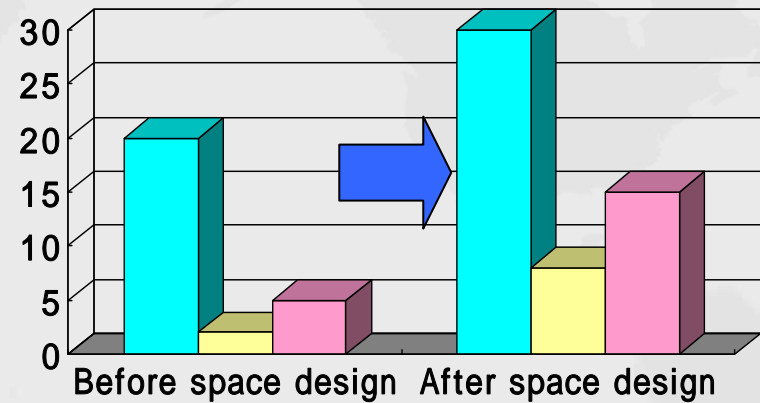
Change of communication mount and knowledge sharing

Office layout may be related to activities of co-creation with mutual communication and file sharing.

Communication amount



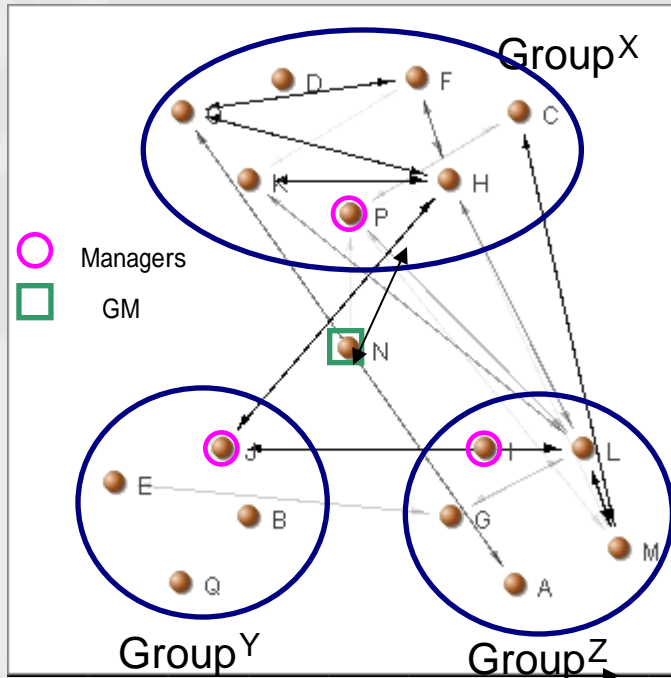
of access to files made by other members



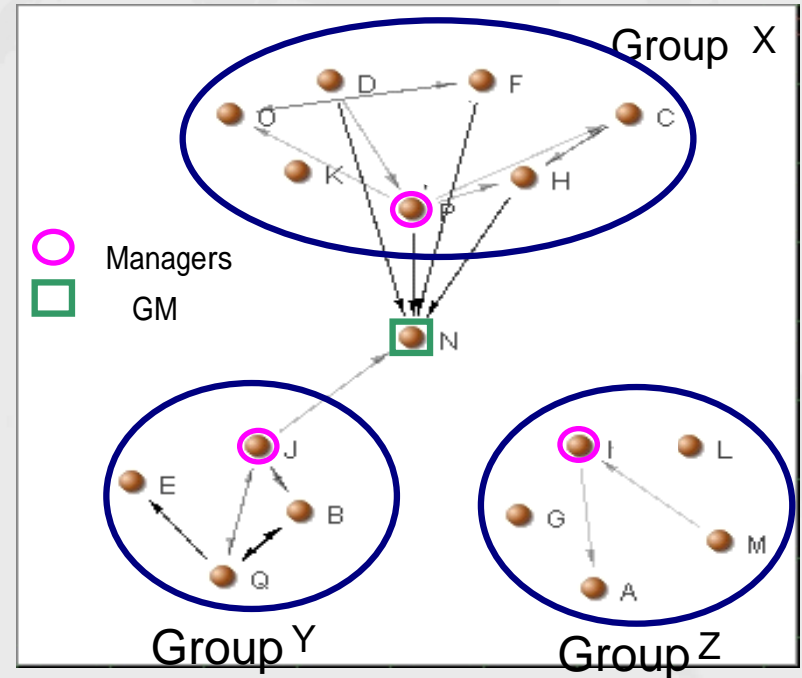
Behavior for communication

- varies according to way of management and location

Relaxing area



Direction of information flow within a group



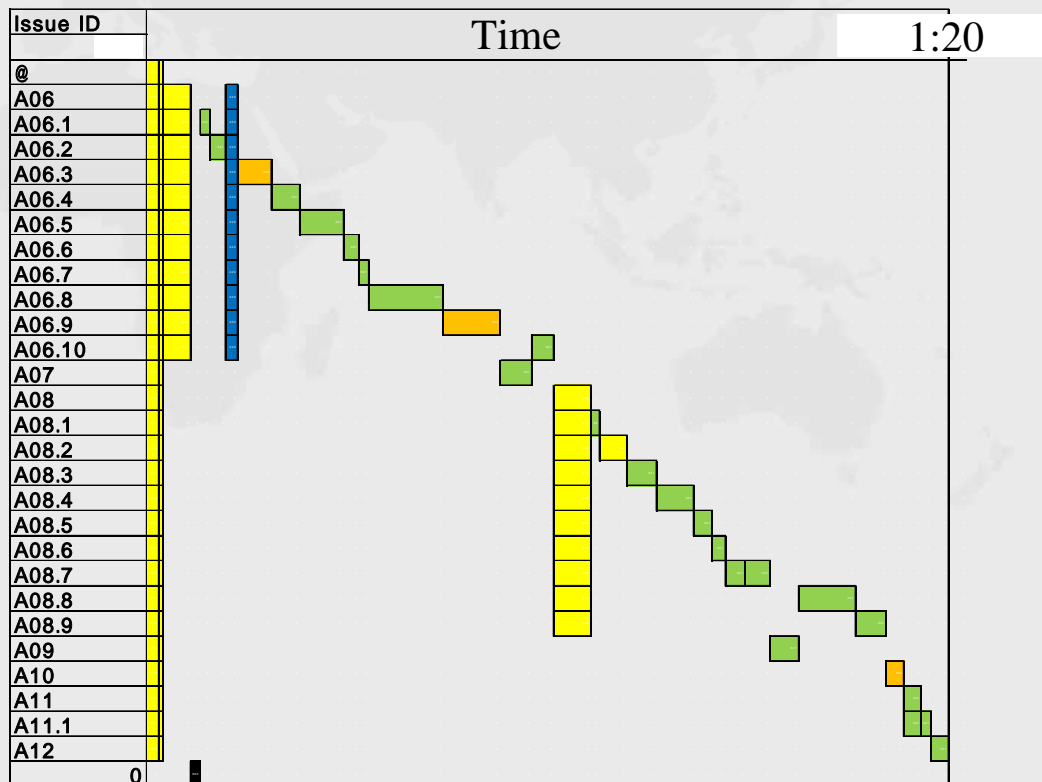
Ratio of communication style	
Within group	Inter group
0.474	0.526

- Next step:
How does the way of communication influence intellectual productivity of a research group?

Topic transition in a meeting

Management of a meeting influences the efficiency of creativity.

- Visualization of topic transition reveals the process to approach the agreements and understandings during a meeting.

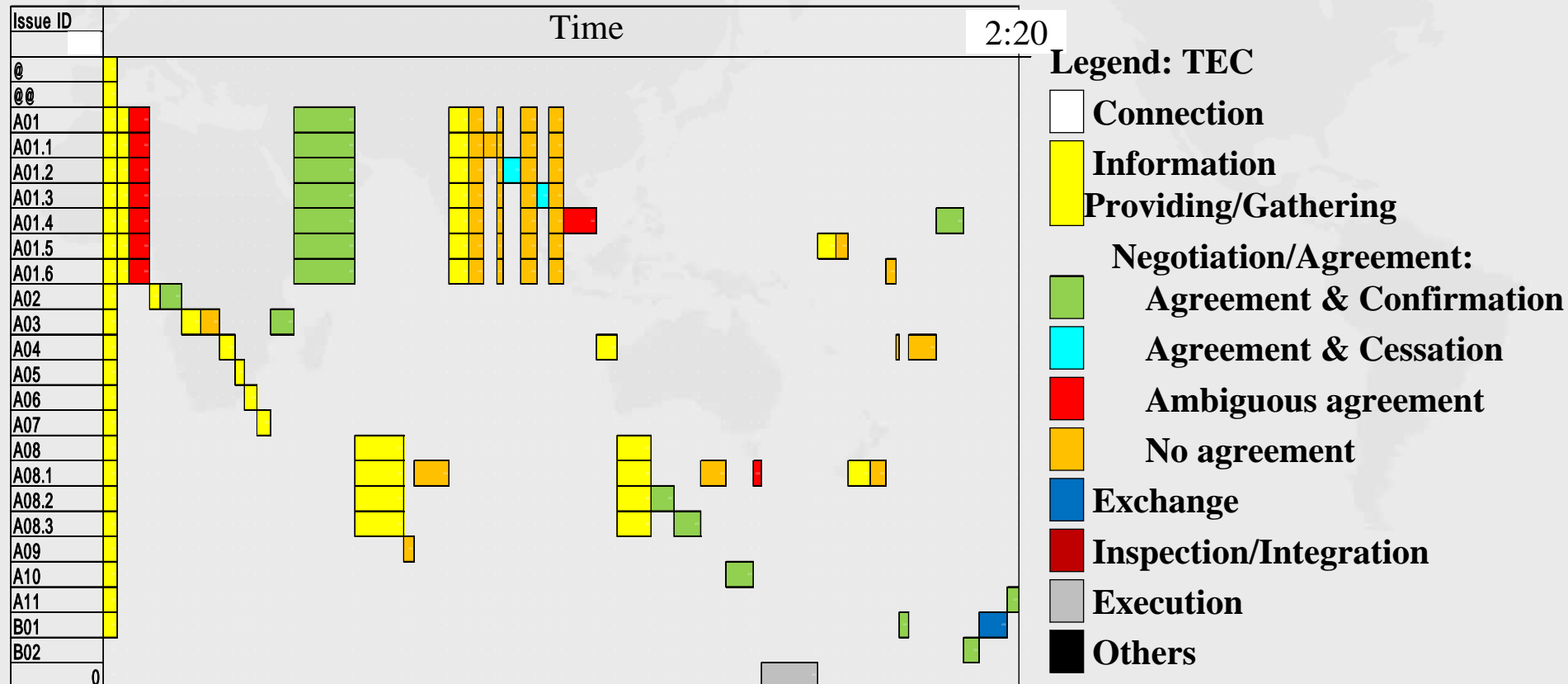


Legend: TEC

- Connection
- Information Providing/Gathering
- Negotiation/Agreement:
 - Agreement & Confirmation
 - Agreement & Cessation
 - Ambiguous agreement
 - No agreement
- Exchange
- Inspection/Integration
- Execution
- Others

Another topic transition in a meeting

- **There was no agreement at the end of the meeting.**
 - ➔ **This process was not good for decision, but might be useful for creation of various ideas.**



Real time visualization of discussion

交通渋滞を解消する未来の都市型交通機関
Subject for discussion

★ Current proposals

☆ トラフィックコントロール
提案者: 加藤

加藤
注連
植村
田仲

★ 全自動運転
提案者: 注連

加藤
注連
植村
田仲

☆ チューブの中を走る自転車
提案者: 植村

加藤
注連
植村
田仲

List of proposals for the subject

Current discussion

Current topics for a proposal

🗨️ 交差点はなくなる
発言者: 加藤

🗨️ どの道路を対象にする?
発言者: 植村

🗨️ 車などを対象としている?
発言者: 加藤

加藤	●	○	○	○	○	○	○	○	○	○
注連										
植村										
田仲										

Transition of opinion types
 (appreciation, criticism, question, proposal, explanation, others)

Structure of discussion

Subject for discussion

proposal1

proposal2

.....

Topic

Topic

Topic

Topic

.....

opinion

opinion

opinion

opinion

opinion

Displayed parts

Hidden parts

● It promotes users to clarify their opinions and help them to achieve an agreement.

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Experimental results

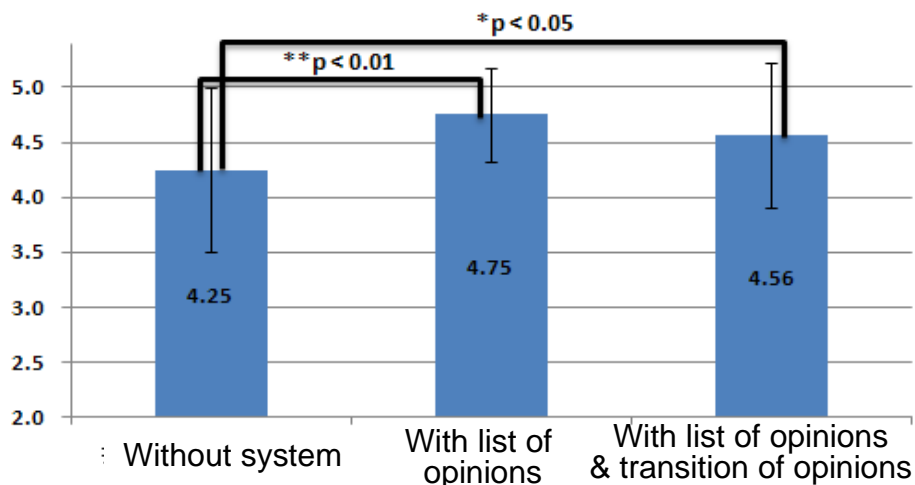
● Outline of the experiment

- 8 groups, 4 subjects for each group
- 4 groups: engineers, 4 groups: graduated students
- Session is an hour discussion, 4 sessions by each group

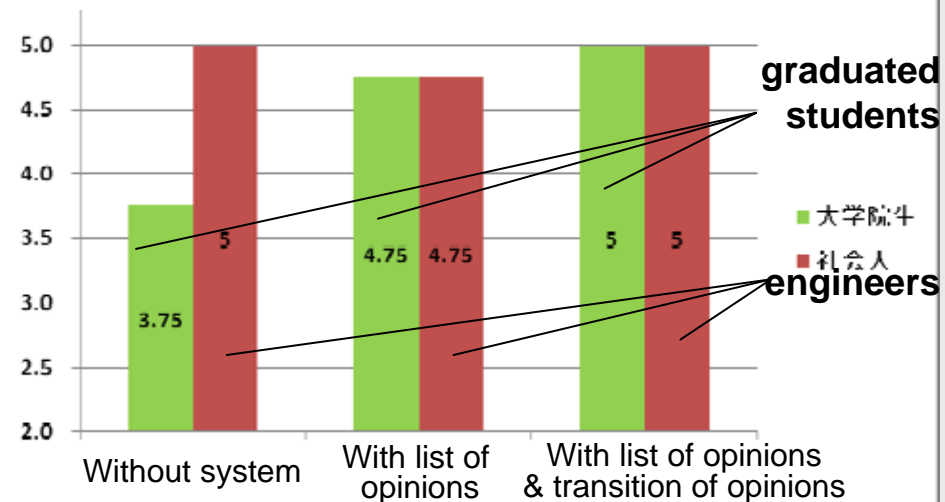
● Results

- This system can help people who don't have enough skills for discussion and drive them to produce decision with consent.

Easiness to comprehend opinions of others

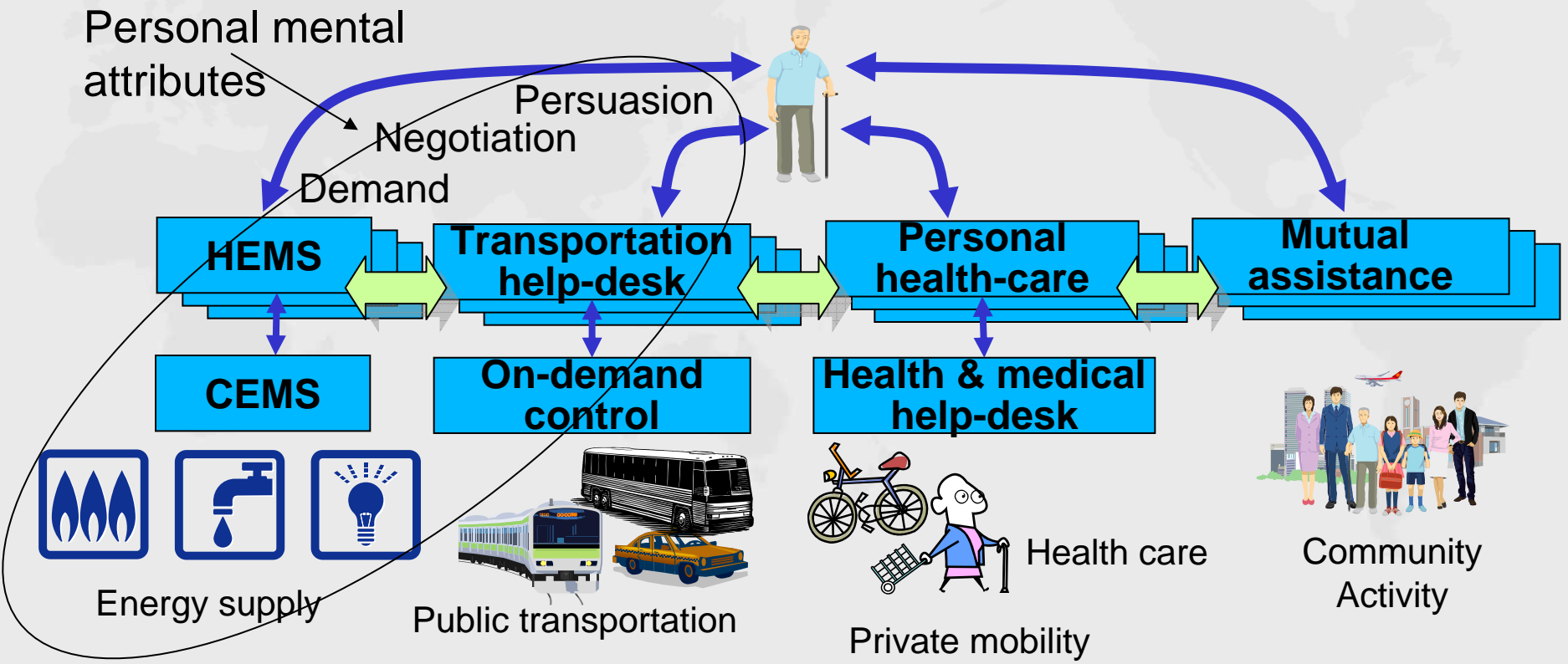


Consent degree to decision (5-point scale)



Adaptive activity promotion based on mental attributes

- **Totally activates personal behaviors to contribute the community and increase satisfaction to services.**



- **Balance of resources between demand and supply .**

Mental attributes for ecological behaviors based on psychological investigation

- classified into five factors by analyzing questionnaires on intention to save energy.

Increasing activities when seeing status according to types

Positive

Awareness of advantage

Cost conscious

- Reducing household expense
- Saving money on electricity
- Beneficial to the society

Justice

Need for admiration

- Getting compliments from acquaintances
- Able to pride
- Expected by acquaintances

Admiration

Inconvenience

- Troubling acquaintances
- Being embarrassed
- Getting untrusted

Sense of impotence

- Individual efforts cannot influence the society
- No interest in energy saving by other people

Burden

- Time consuming
- Stressful
- Mental fatigue

Negative

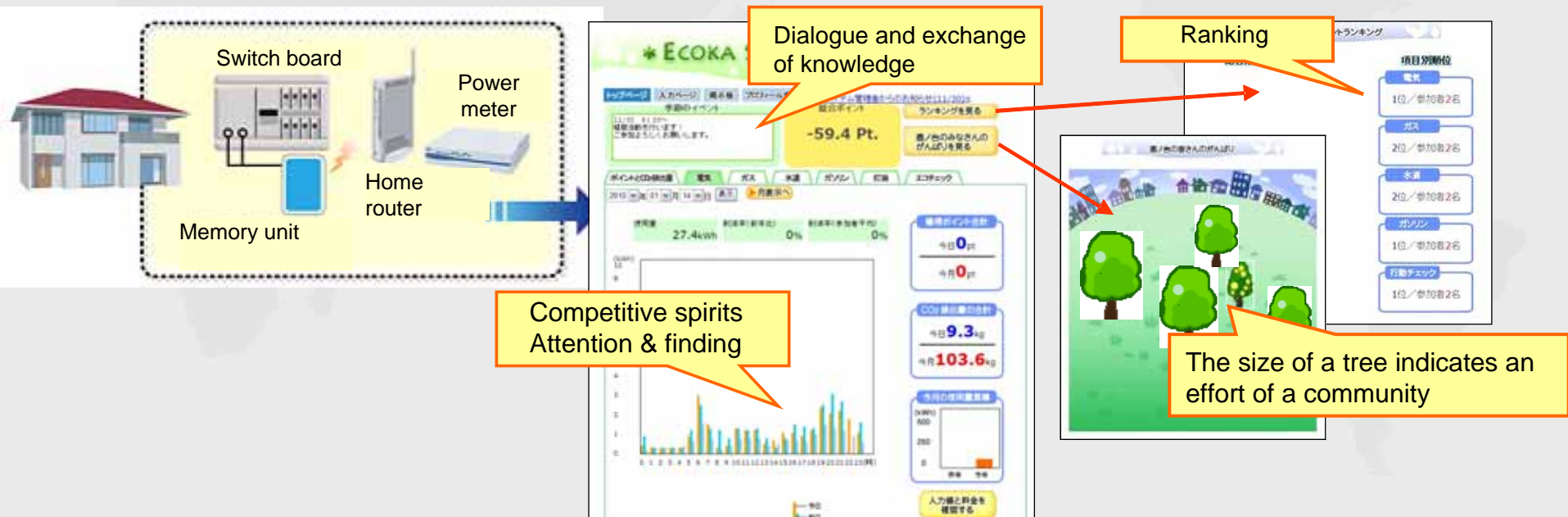
Competitiveness

TIPS for action

Motivating actions by showing tips and encouraging competitiveness

Promotion of energy saving activities in a community

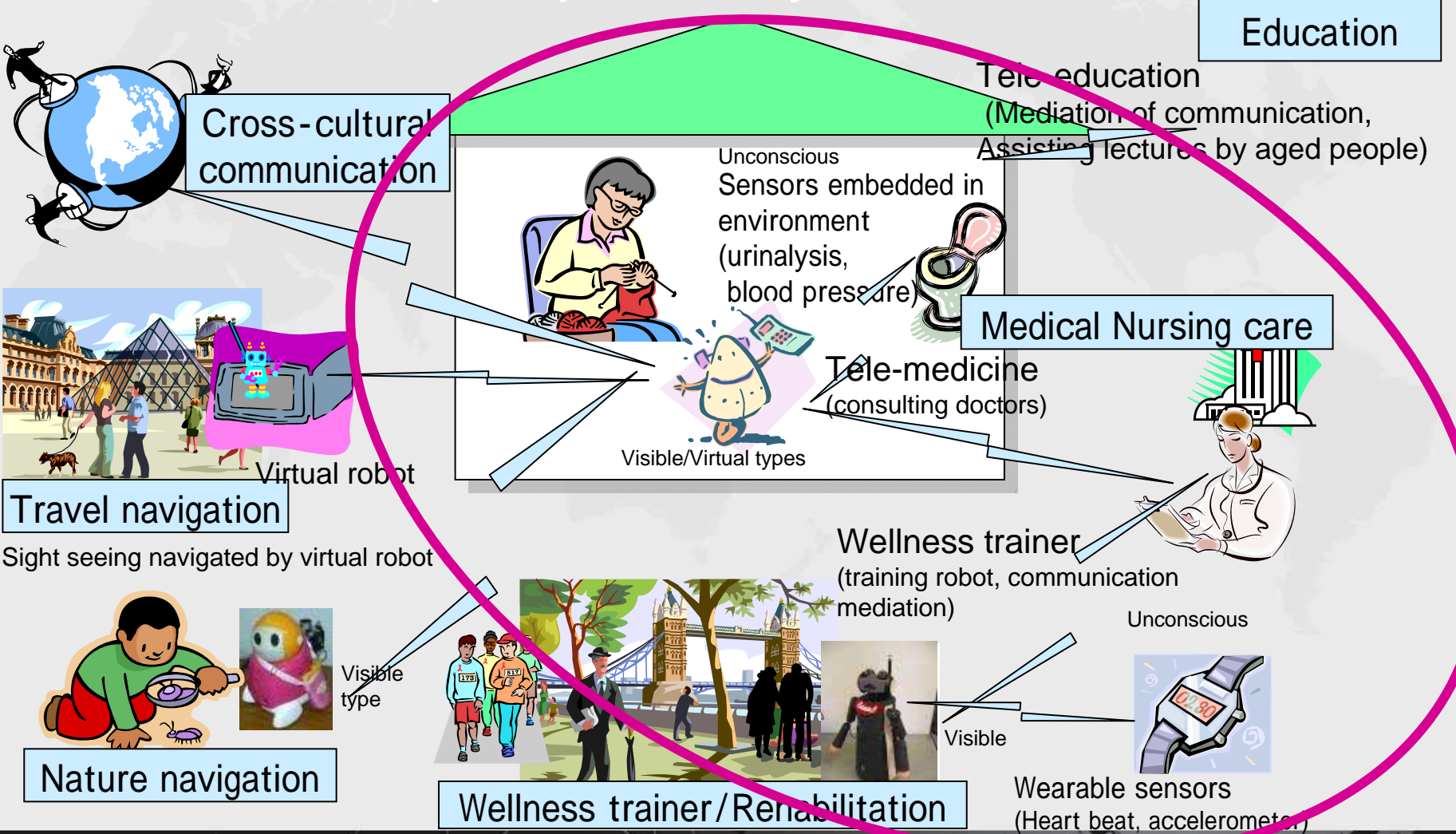
- Visualization of community activities for energy saving
- Adaptive situation visualization depending on individual attribute type to motivate active ecological behaviors
 - For the earth, for economy, for health, for fashion



These technologies will be applied to traffic behavior, community activity, motivation for health, and business activity.

Daily life assistance for aged people

- Networked ambient agents activate aged people who live alone and make them participate actively in local communities.



Daily life assistance for aged people

The system acquires attributes and concerns of each person and modifies scenarios of interaction to promote him/her for participating in group activities.

From a set of interactions, the system updates his interests, his type of attributes, and current emotion.

At home



Motivate to meet with others



Online



Friends



Maintain Contacts

Keep Relationships



Family in Distance

Connected Services via Network Robots

Build a Relationship



Preferred Topics
- Wild Fire
- Baseball
...



Fire in CA..

I was there once before ..

Scarily !



Provide suitable topics to participants

Mediate Conversation

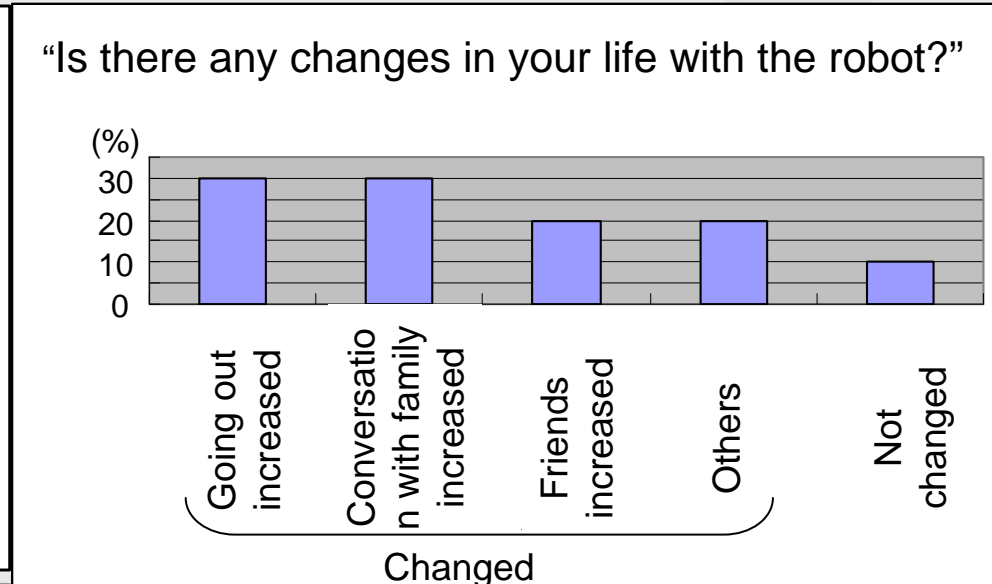
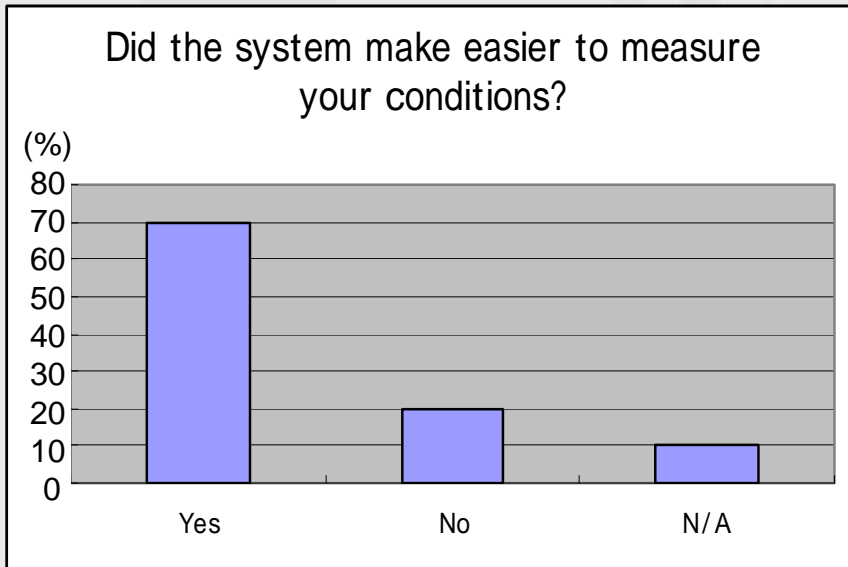
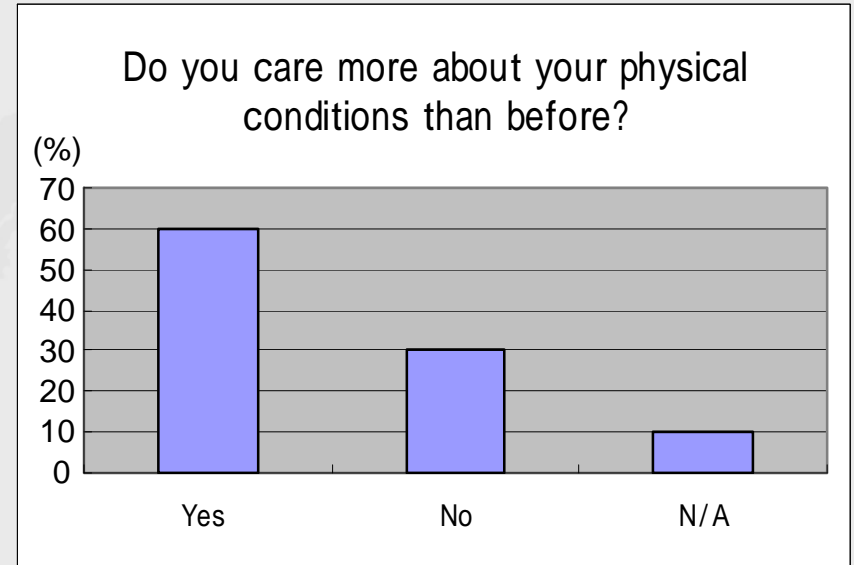
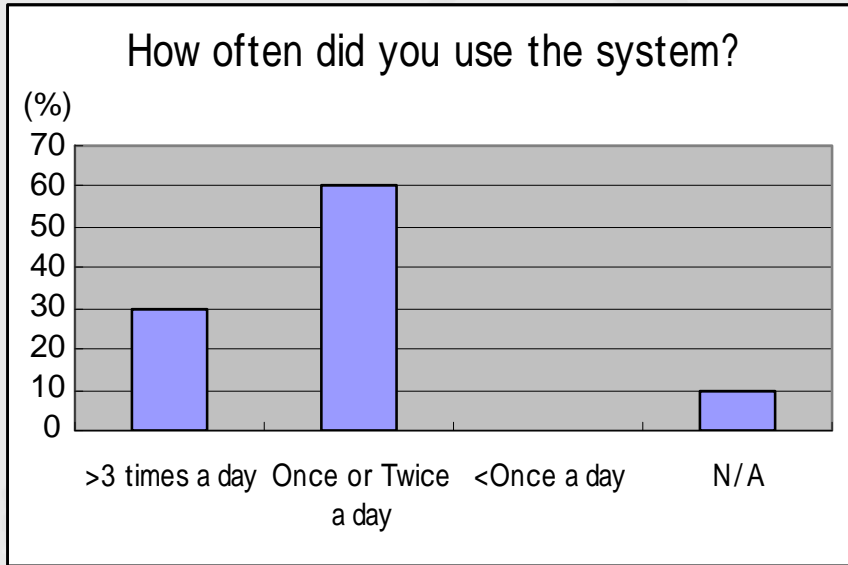


Recommend to attend events



meeting room in a village

Experimental results



Summary

- **Symbiotic system and symbiotic technology: fusion of socio-technology and scientific technology.**
 - Intellectual productivity and creativity of open co-creation
 - This idea was tested in communication in an office and in management of meetings
 - Adaptive activity promotion based on mental attributes
 - This idea was tested in promotion of ecological behaviors and activation of elderly community.
- **Next step**
 - We are testing them in a larger community.
- **Future work**
 - The way to use mental attributes for other applications
 - The way to manage intellectual productivity
 - “Quality of life” depends on cultures and countries

ACKNOWLEDGEMENTS

● **Many thanks to**

➤ **Dr. Kunieda, Dr. Kawai, Mr. Doi**

➤ **Mr. Shime, Ms. Tanaka, Mr. Yamaguchi,
Mr. Sasama, and CCIL members**

**For helping me to make this presentation
material.**

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