

# SECE: Sense Everything, Control Everything

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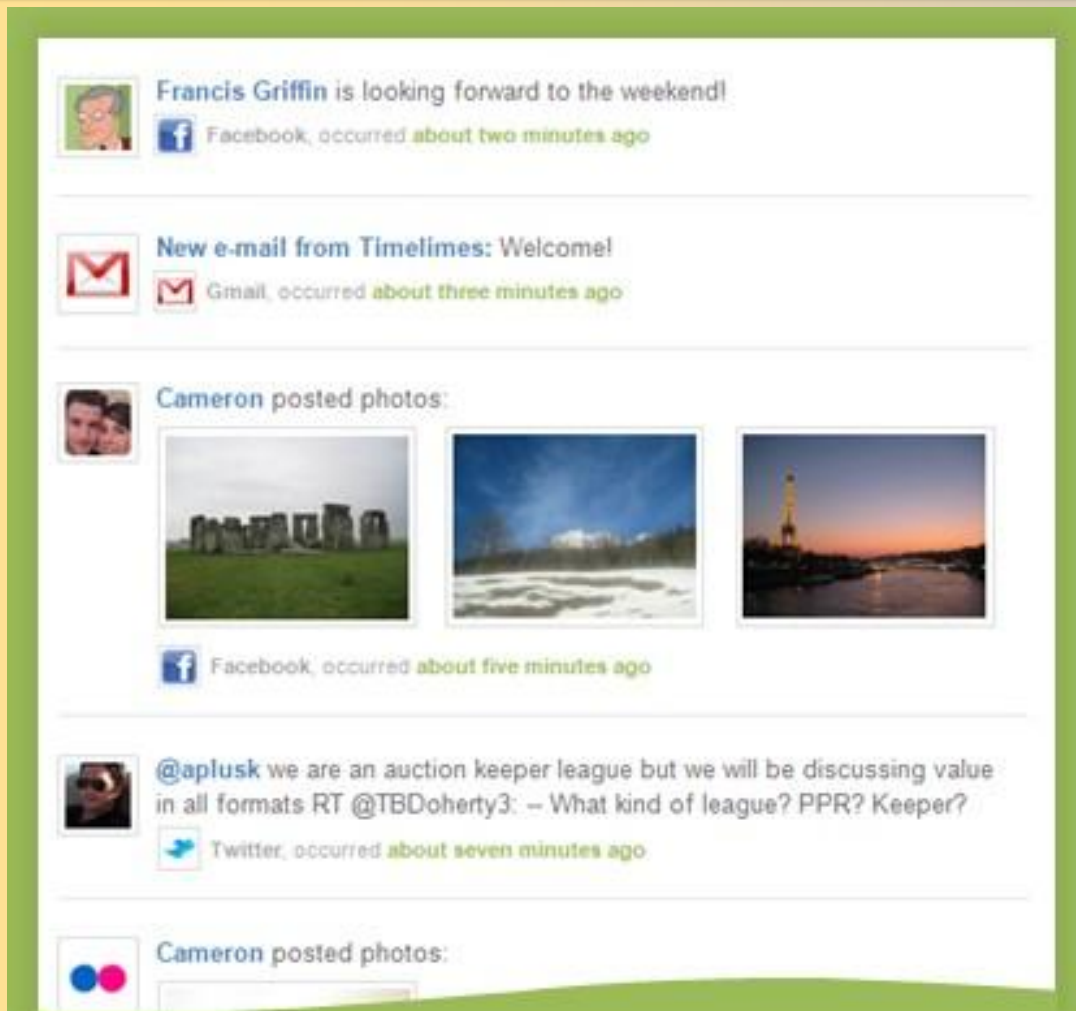
# Overview

- SECE allows **non-technical users** to create **services** that combine
  - communication
  - calendaring
  - location
  - devices in the physical world
- SECE: *event-driven* system
  - uses high-level *event languages*
  - to trigger action scripts, written in Tcl



and other  
languages  
in the  
future

# Not Just an Aggregation Service



Timelines Web Aggregator

IRT Pizza Talk Nov 2010

# Related Work

Systems	User rules	User actions	Communications	Time	Location	Presence	Sensors	Web services	Actuators
SECE	NL-like rules	Tcl scripts	Call, email, IM	✓	User & buddies	✓	✓	✓	✓
CPL	XML tree	Fixed XML actions	Call	✗	✗	✗	✗	✗	✗
LESS	XML tree	XML actions	Call	✓	✗	✓	✗	✗	X10, vcr
SPL	script	Signaling actions	Call	✗	✗	✗	✗	✗	✗
VisuCom	Graphical UI	Signaling actions	Call	✗	✗	✗	✗	✗	✗
DiaSpec	Java	Java	✓ ✗	✗ ✓	✗ ✓	✗ ✓	✗ ✓	✗ ✓	✗ ✓
CybreMinder	Form based	Reminder	✗	✓	✓	✗	✓	✗	✗
Task.fm	Time rule	Reminder	✗	✓	✗	✗	✗	✗	✗

# Events & actions

## Events

- Presence updates
- Incoming calls
- Email
- Calendar entries
- Sensor inputs
- Location updates



## Actions

- Control the delivery of email
- Route phone calls
- Update social network status
- Control actuators such as lights
- Reminders (email, voice call, SMS)
- Interact with Internet services

# Event language syntax

```
every sunset {  
    homelights on;  
}
```

```
every week on WE at 6:00 PM{  
    email irt_list "Pizza talk at 6:00 PM today.";  
}
```

```
if stock.google > 14 {  
    sms me "google stock:"+[stock google];  
}
```

# Event Rules: More Examples

Extensible set  
of small  
languages

## ■ Time

- Single                      on February 16, 2010 at 6:00 PM
- Recurring                every day at 12:00 until April

## ■ Location

- Tom within 5 miles of me

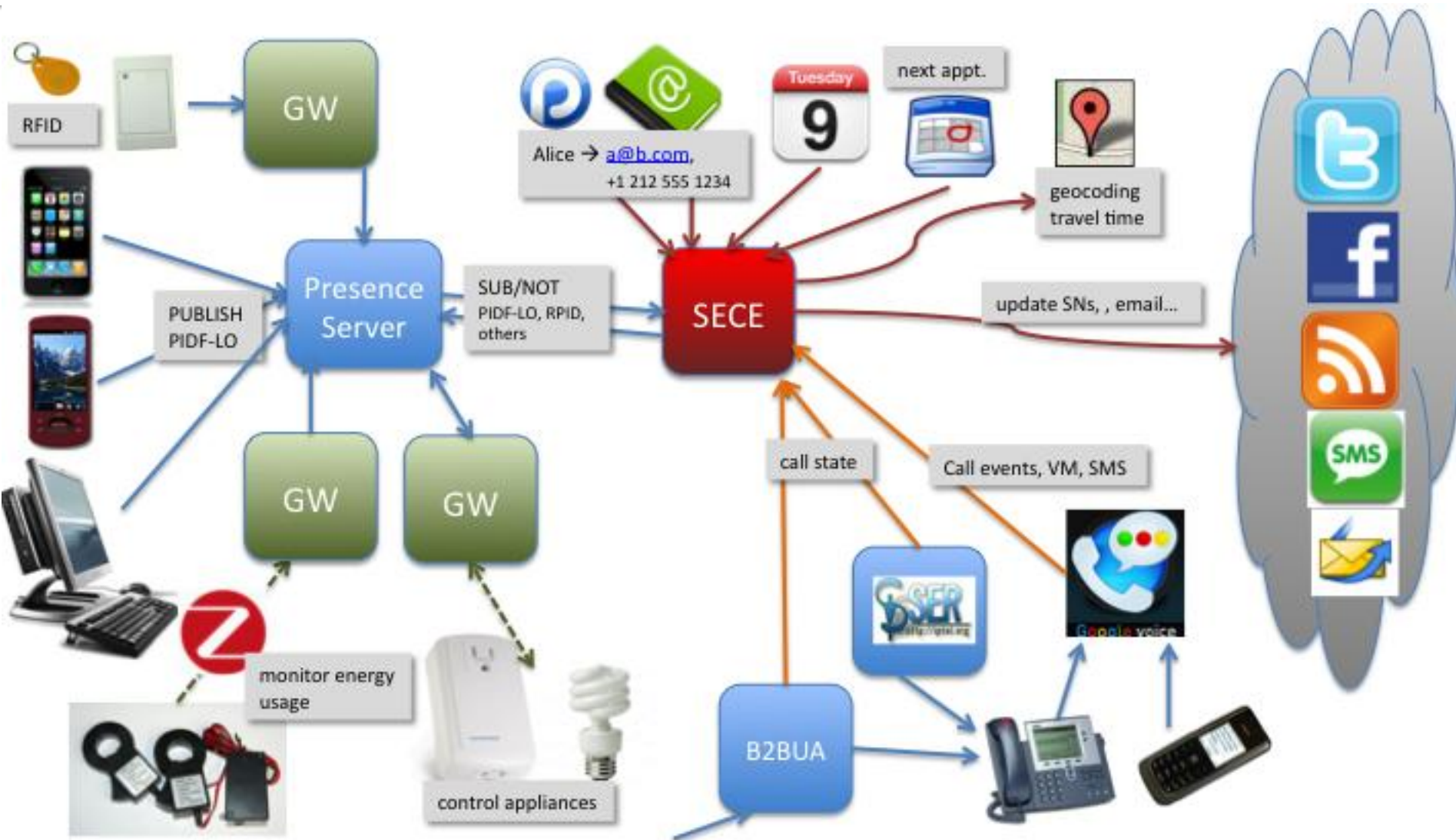
## ■ Context

- if my office.temperature > 80

## ■ Communication requests

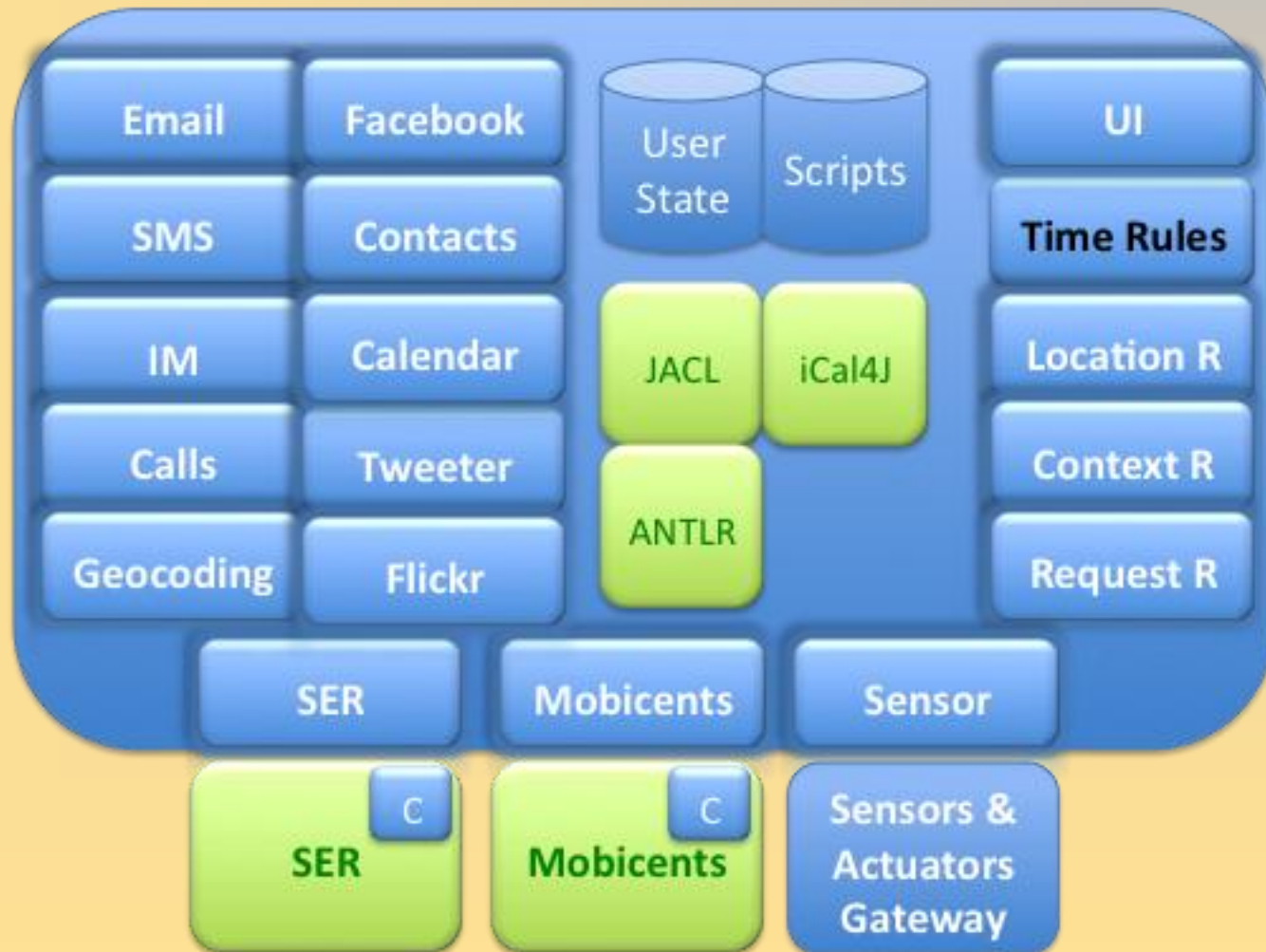
- incoming call

# The big picture

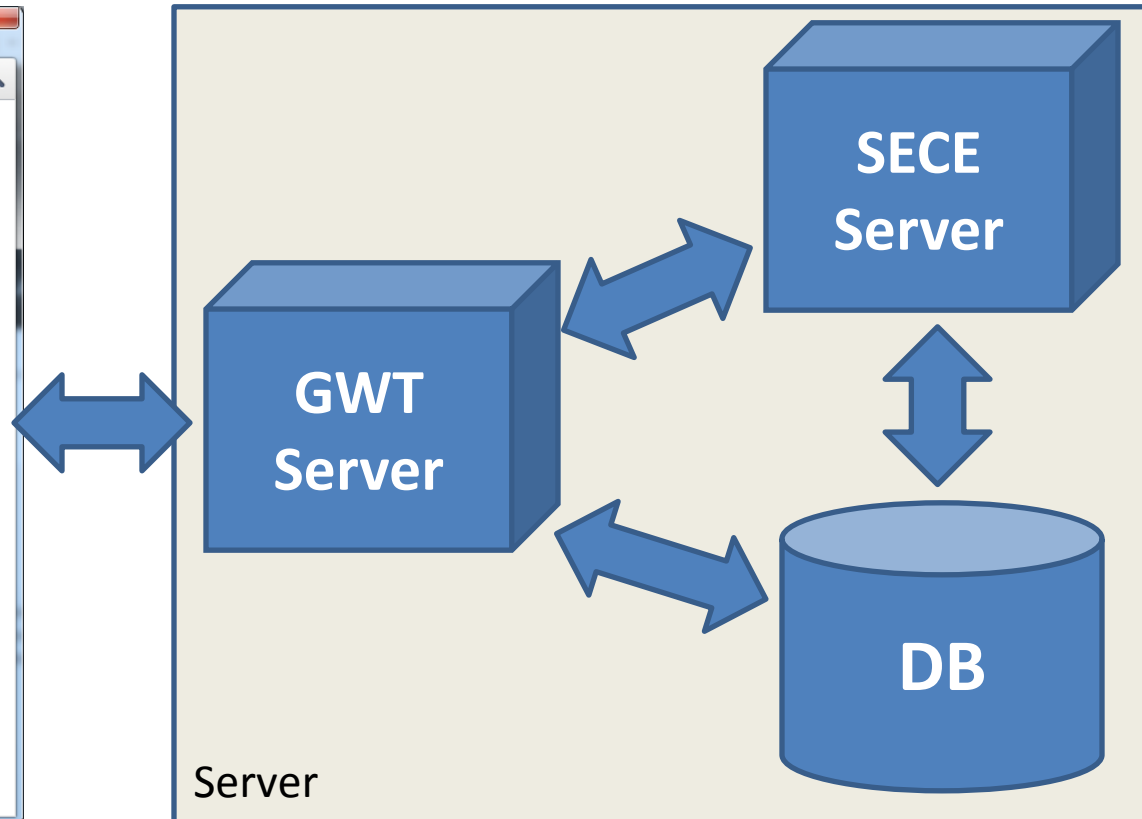
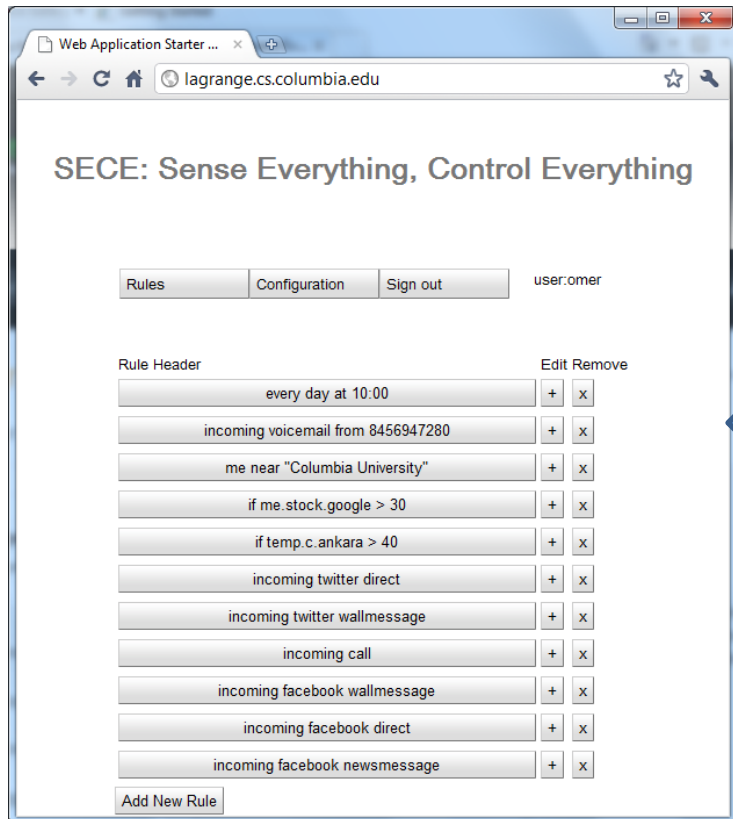




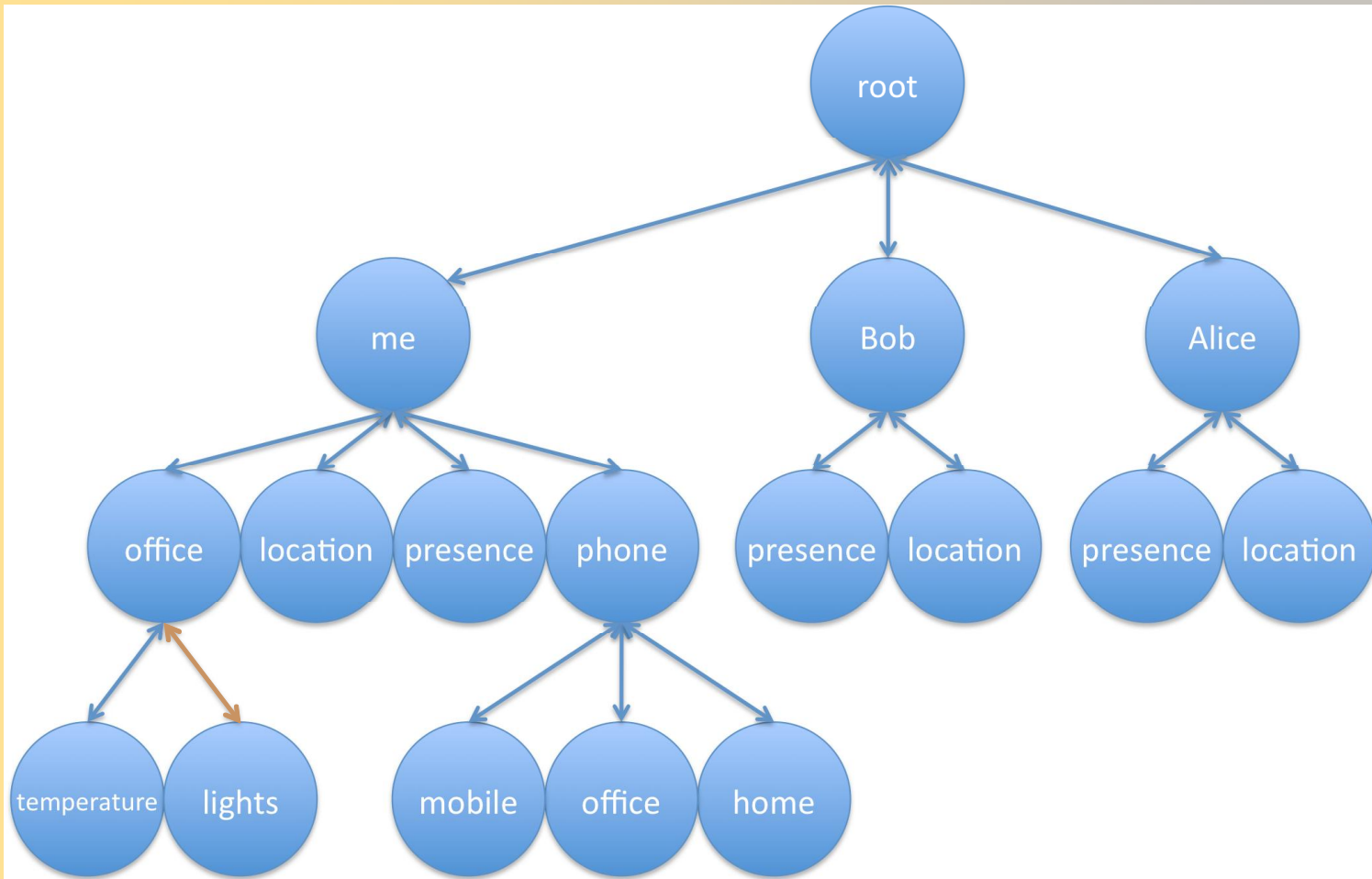
# Software architecture



# UI (Google Web Toolkit - GWT)



# User information registry



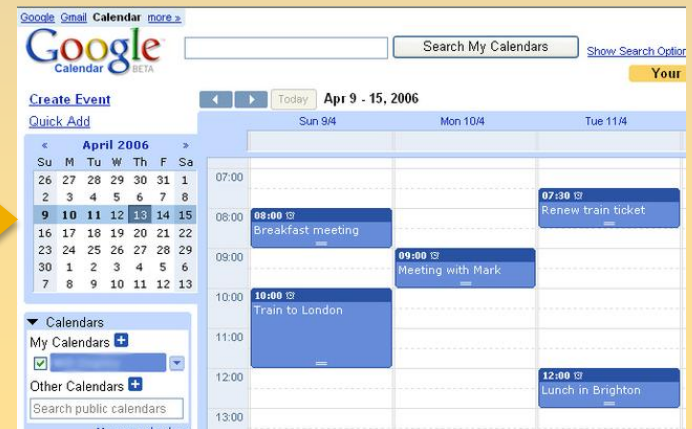
# SECE: Time-based rules

```
Every day at 12:00 from 01/01/2010 until 04/01/2010 {  
  email employees "lunch time" "Location: 5th floor Dinning Room, Time: 12:30"  
}
```

```
BEGIN:VCALENDAR  
BEGIN:VEVENT  
DTSTART;TZID=America/New_York:20100101T120000  
o RRULE:FREQ=DAILY;BYHOUR=12;  
  UNTIL=20100401T120000  
END:VEVENT  
END:VCALENDAR
```

SECE

Export / Import



# SECE: Location-based rules

*user operator location { body }*

bob **near** "Columbia University"  
me **near** 40.807,-73.963

tom **within** 5 miles **of** me  
me **within** 3 miles **of** "2960 Broadway, New York, 10027"

tom **in** "Rockefeller center"  
Me **outside of** "Manhattan"

bob **moved** 1.5 miles

- Place types and user-defined locations:

me **near a** post office  
Anne **in a** museum  
me **near** my tennis club

# SECE: Request-based rules

*incoming|outgoing* event *from* user|address *to* address { body }

*missed call* *from* user|address *to* address { body }

*received call* *from* user|address *to* address { body }

- Event: *call, im, sms\*, voicemail\*, email* (\*only incoming)

```
incoming call {  
  if { [my activity] == "on-the-phone" }    forward sip:bob@example.com  
}  
outgoing call {  
  if { [outgoing destination] == "18003456789" }  modify_call destination 12129397054  
}  
incoming call from Anne {  
  if { [my location] != "office" }      auto_answer audio no_office.au -record  
}  
incoming im {  
  sms me [incoming from] + " sent an im:" + [incoming content]  
}
```

# SECE: Social Network Integration

*Incoming* *social\_network* *message\_type*

facebook

wallmessage

twitter

newsmessage

linkedin

direct

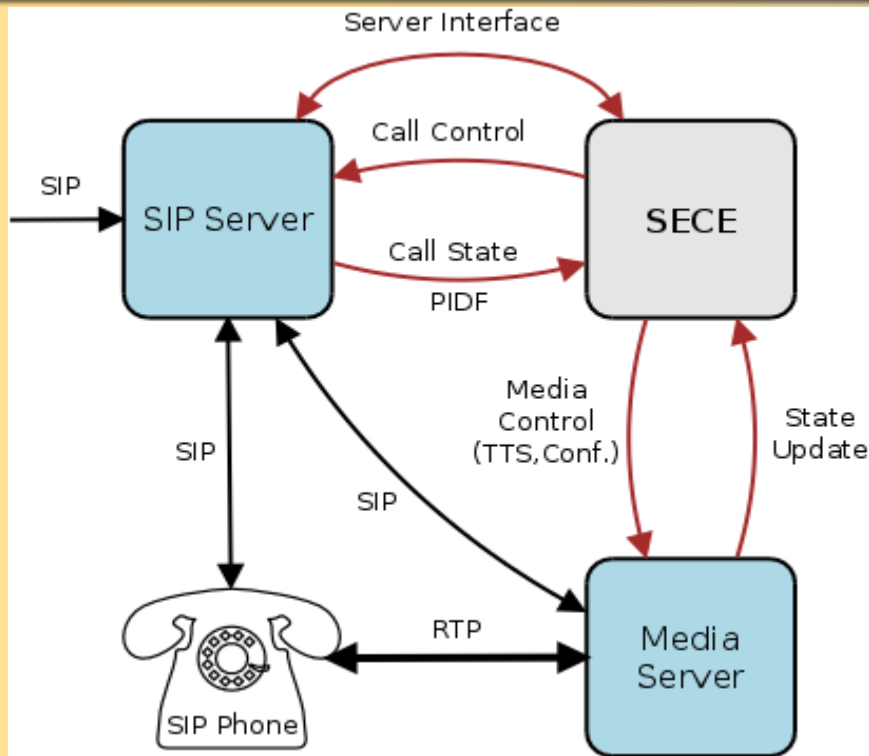
*social\_network* *status\_update*

facebook

twitter

linkedin

# Automated Call Handling



- **Control:** Accept, reject, redirect, forward calls based on variety of SECE signals
- **Integration:** Calendar, address book, PSTN, Google Voice, SMS, location, Text-to-speech, voicemail)
- **Simplicity:** Natural, easy to learn scripting language
- **Flexibility:** Input from a variety of SECE components involved in call handling
- **Automation:** Scripts for recurring tasks (setup a conf. call based on calendar)

"On mom's birthday, call mom when I am home and near phone."

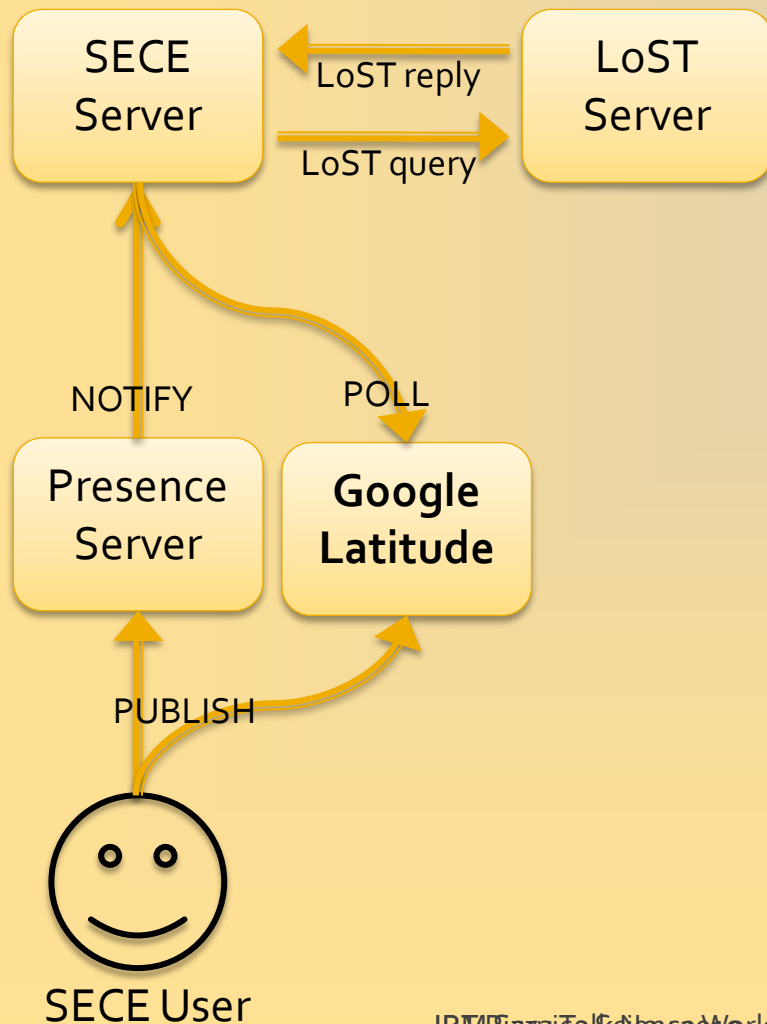
"Setup a conference call, enter password, invite people, ring desk phone."

"If driving and incoming call, play "user driving" and redirect to voicemail."

"If desk phone ringing and not in room, send SMS with caller's number."



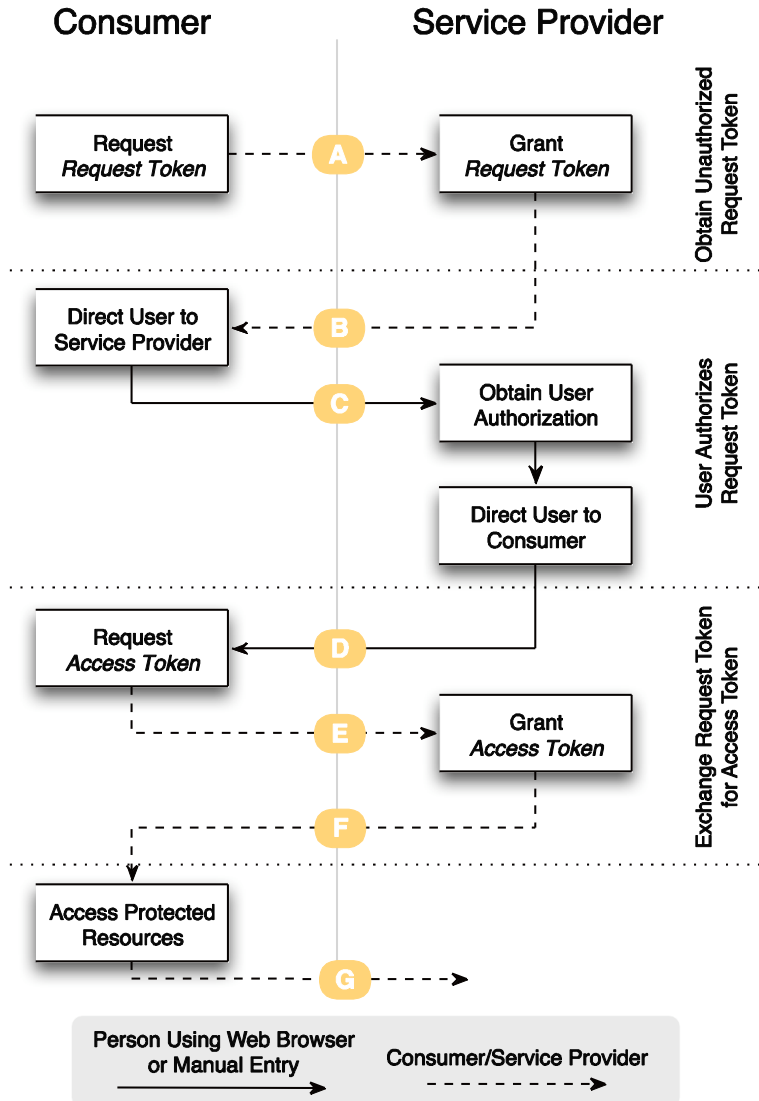
# Handling location updates

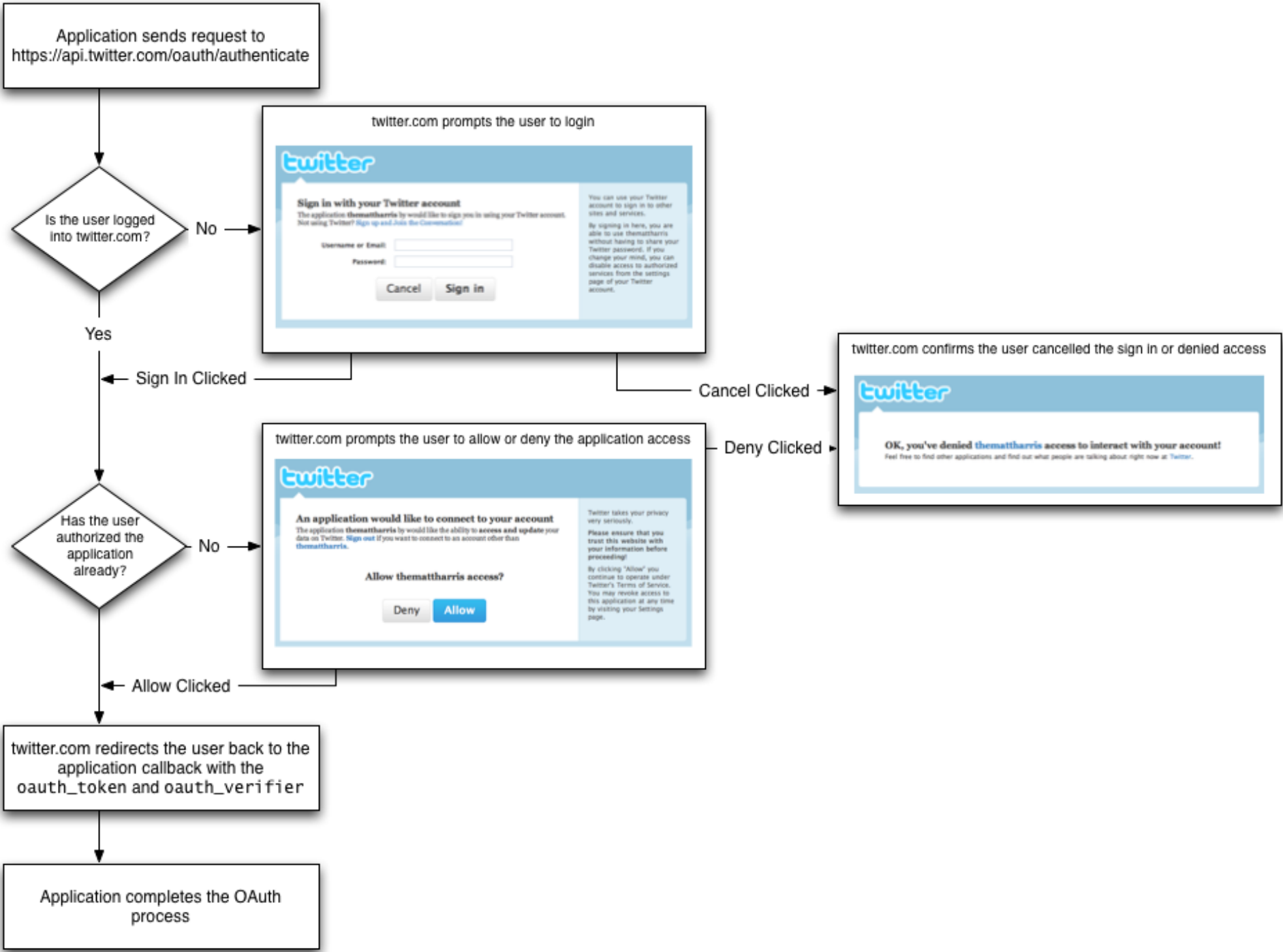


- User
  - publishes his/her location periodically (e.g., every 5 min) to a presence server or to a location service such as Google Latitude
- Presence server
  - notifies changes in location to SECE server
- Google Latitude (or similar service)
  - SECE retrieves user's location periodically
- SECE server
  - depending on user's defined rules, queries LoST server
- LoST server
  - replies with current information on user's surroundings
- SECE server
  - Takes action based on rules and contextual location information

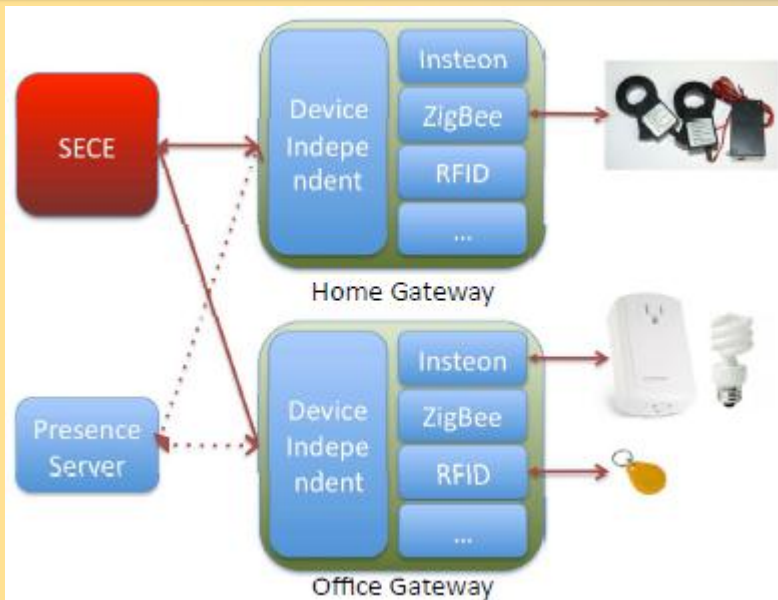


# OAuth





# Sensors and Actuators

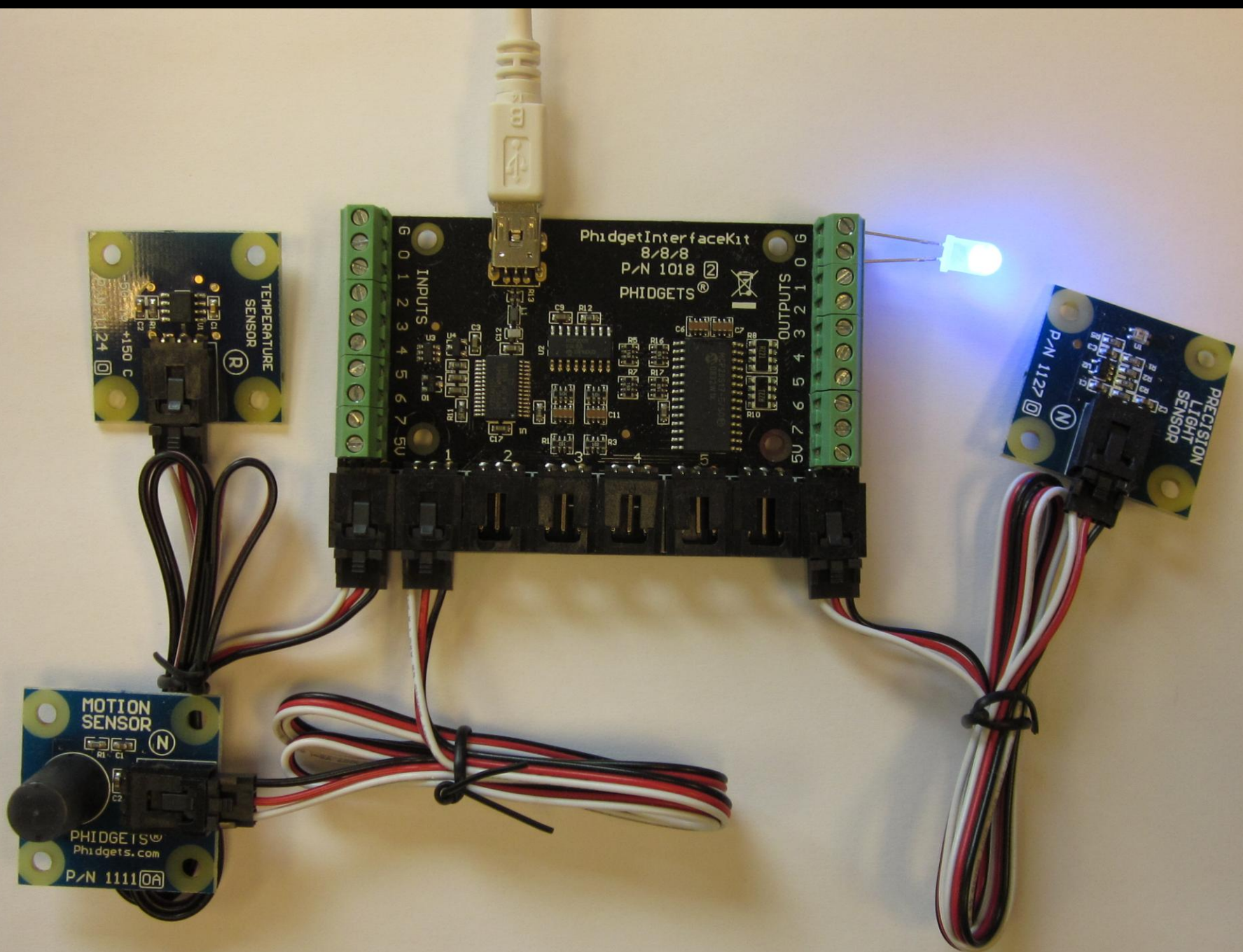


**Sensors:** smoke, light, humidity, motion, temperature and RFID readers

**Actuators:** networked devices and actuators such as lights, cameras, sprinklers, heaters, and air conditioners

```
if my office.temperature > 80 {
    ac on;
}
if my office.smoke equals true {
    sprinklers on;
    sms me "fire in the office";
    call_tts fire-department "fire in the "+[get me.office.address];
    electrical-appliances off;
}
if my warehouse.motion equals true {
    sms me "person in the warehouse."
}
```





# Conclusion

