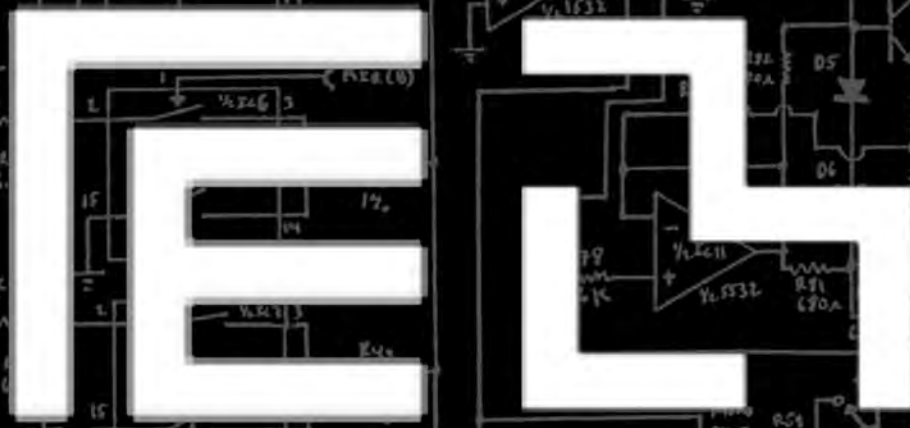


# How We Will Connect To Our Networked Future in a Post-IoT World



**Prof. Joe Paradiso**  
**Responsive Environments Group**  
**MIT Media Lab**

<http://resenv.media.mit.edu>

# 1969

- First Manned Lunar Landing
- Birth of the Internet
- UNIX Launched
- SIGGRAPH Starts
- CDC 7600 Introduced
- DEC PDP-11 Introduced
- Minsky & Papert publish *Perceptrons*
- Start of Prog Rock!

# 2069 (my optimistic view)

- We will know how common life is throughout the universe
  - I think we're alone...
- Some people will live on the moon
  - But we don't know if or what kind of humans will go deeper into space
- We will have moved totally away from carbon-based fuels
  - Renewables, Fusion, Safe/scalable Fission...
- We will have figured out how to adjust carbon in the atmosphere and/or master geoengineering in the interim
- New computational substrates will become established
  - VLSI silicon doesn't scale any more, Power constraints, etc.
  - Smart memory, optical, organic, quantum...
- Programming them will be very different
  - More akin to optimization, etc.
- Direct neural interfaces will start to move out of prosthetic niches
  - What is wired vs what is grown?
  - New forms of artistic expression that go beyond physical perception
- Deep AI will be established, but will be benevolent...
  - This is in its best interest and it will be good at manipulating us

# Enroute to 2069...

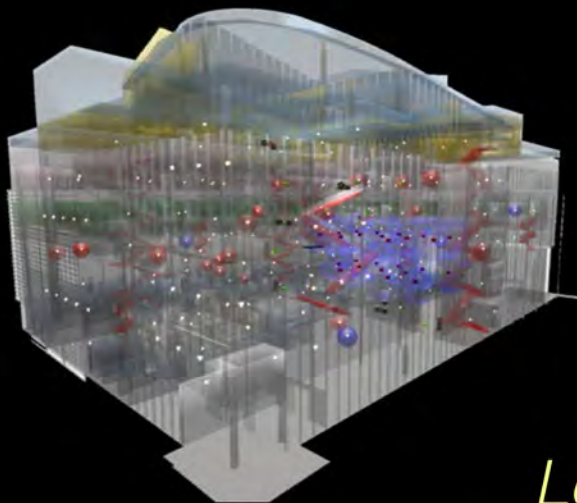
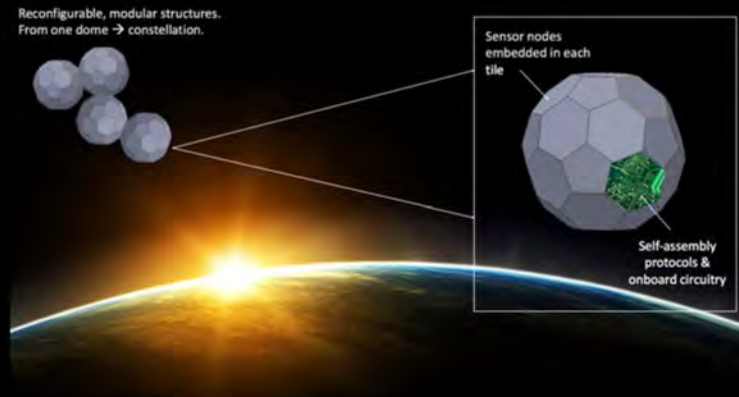
- Social media is stillborn at mob mentality
  - We need to anneal to achieve collective intelligence
- Interfaces to information become wearable and precognitive
  - Our effective 'brains' move outside our skulls
  - We can all 'see' a different reality, not just believe it
- How will we control access to our attention?
- Where does 'self' stop and 'other' begin?
- How will human presence generalize?



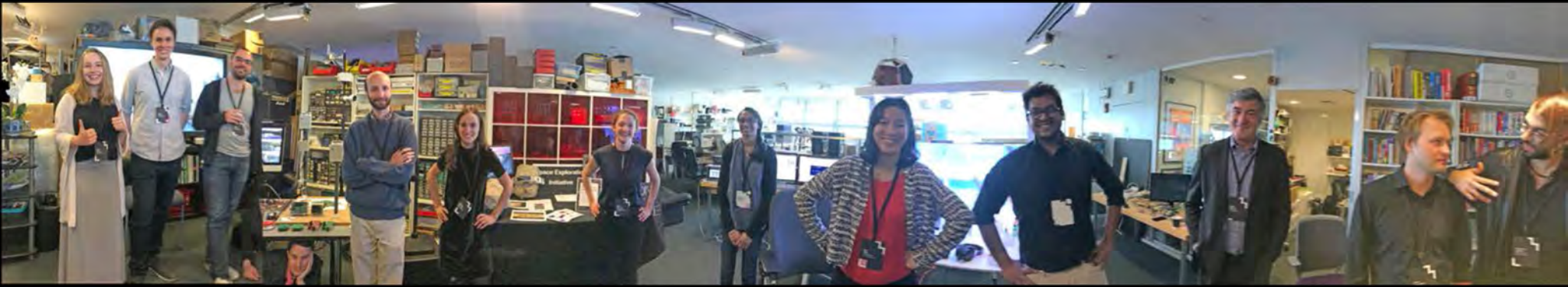
# Topics

- A bit about the Media Lab and Me
- Sound and audio
- Smart buildings
- Wearables
- Smart tools
- Sensate materials
- Generalization of presence, sensory augmentation

# People, Buildings, Landscapes, Oceans, Space



*Leveraging sensing at scale*





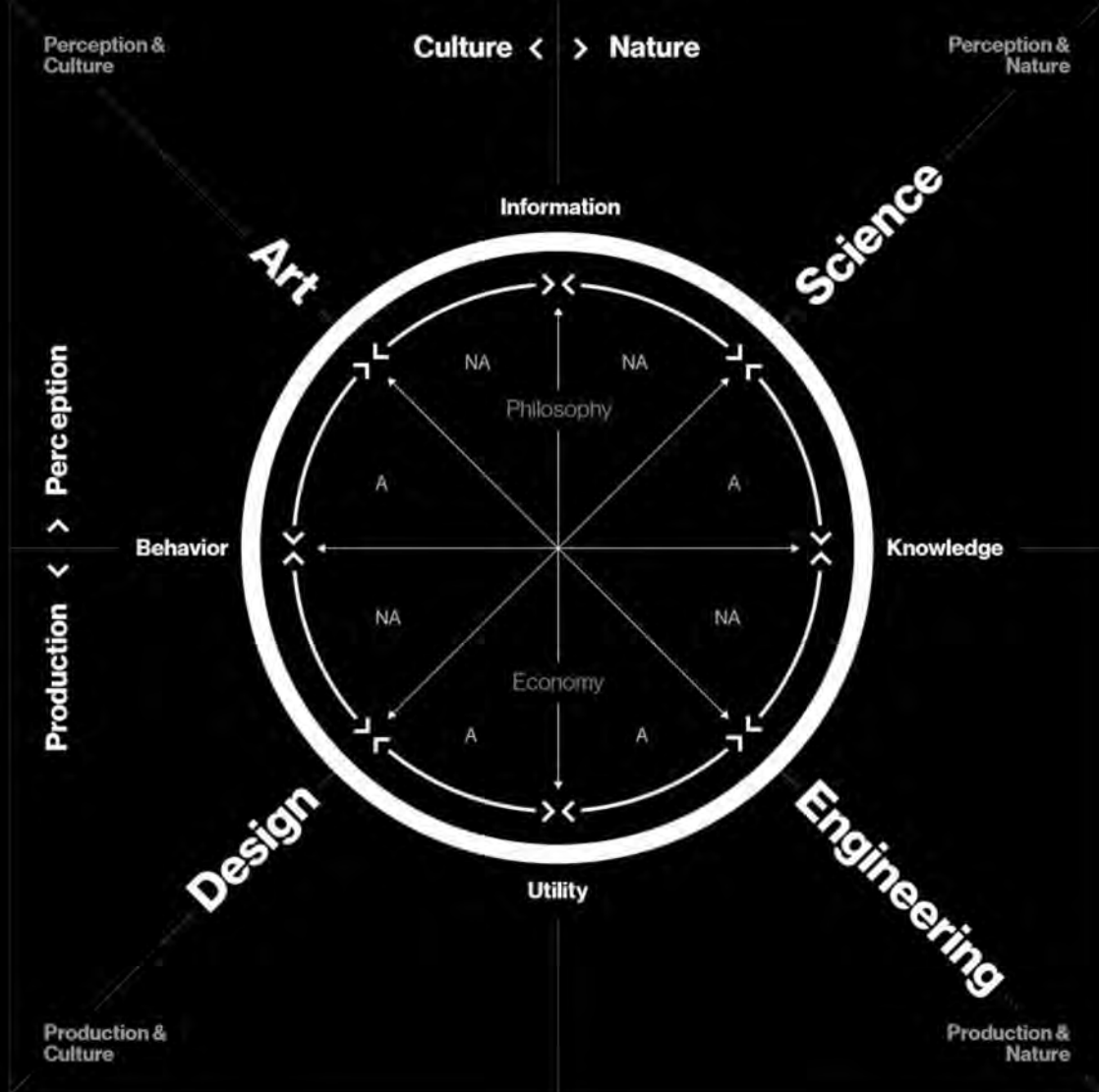


The MIT Media Lab is an “antidisciplinary” research lab driven by the passion and curiosity of its students and faculty. Lab researchers look beyond the obvious to pose the questions not yet asked.



25 Groups researching radical HCI, Augmented Reality, Computational Photography, Sensors, IoT, Brain Interfaces, Implantable Electronics, Genetics, Robotic Prosthetics, Smart Cities, Future of Music, Social Media & Networks...





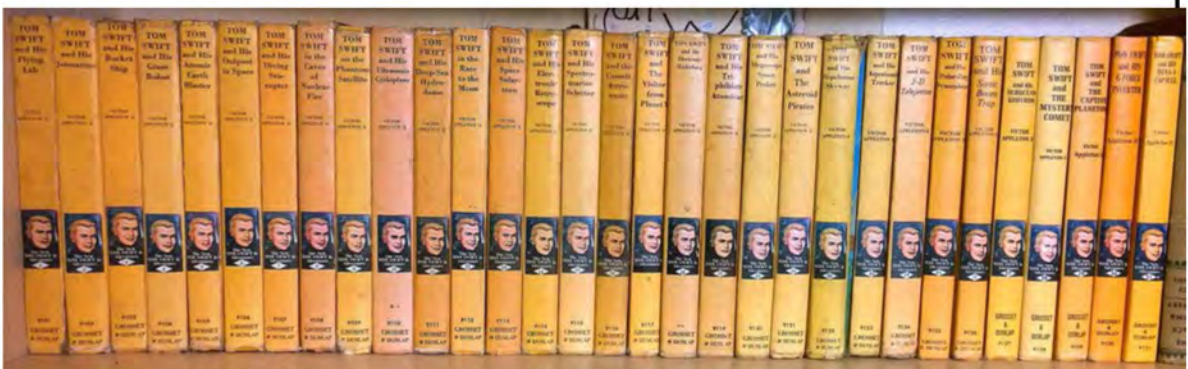
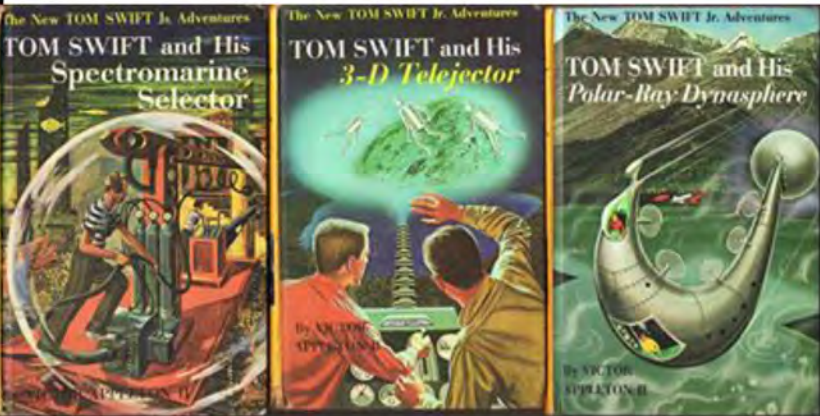


# A Historical Perspective





# My Role Model



# ...to experimental high-energy physics



PhD at CERN with Ulrich Becker and Sam Ting (MIT LNS) 1981





# The (original) 'Berlin' Sound (with Linz offshoot)



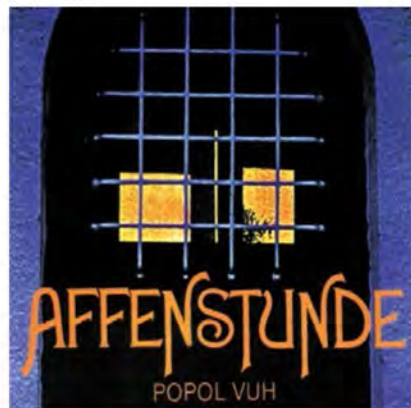
Tangerine Dream - 1974



Klaus Schulze - 1975



Eela Craig - 1971



Popol Vuh - 1972



Conrad Schnitzler - 1974



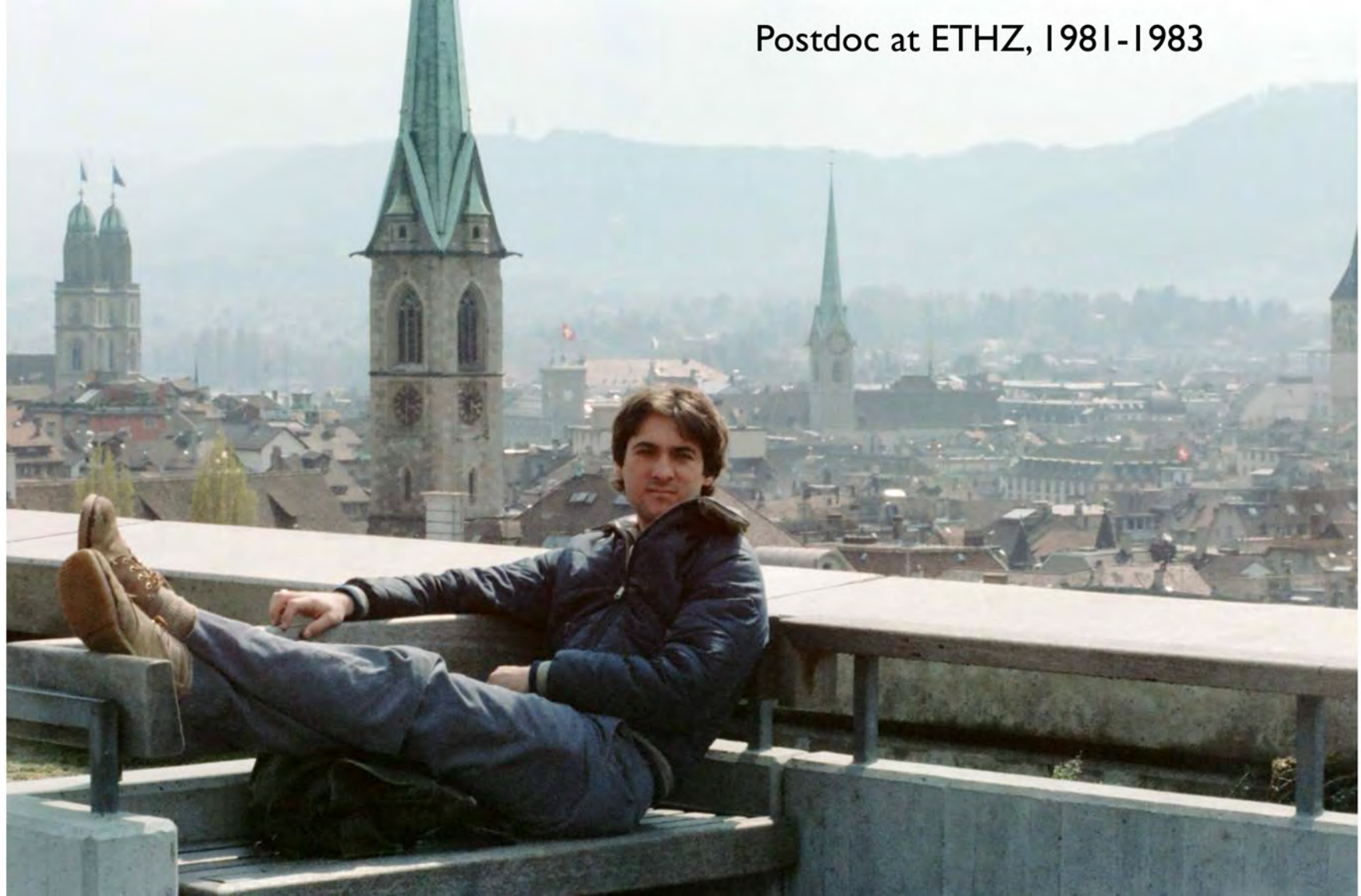
Eberhard Schoener - 1973



1975 (in my parents' basement)



Postdoc at ETHZ, 1981-1983





# The Zurich Modules - Nov., 1983





# In Cabinets - mid 1980's USA



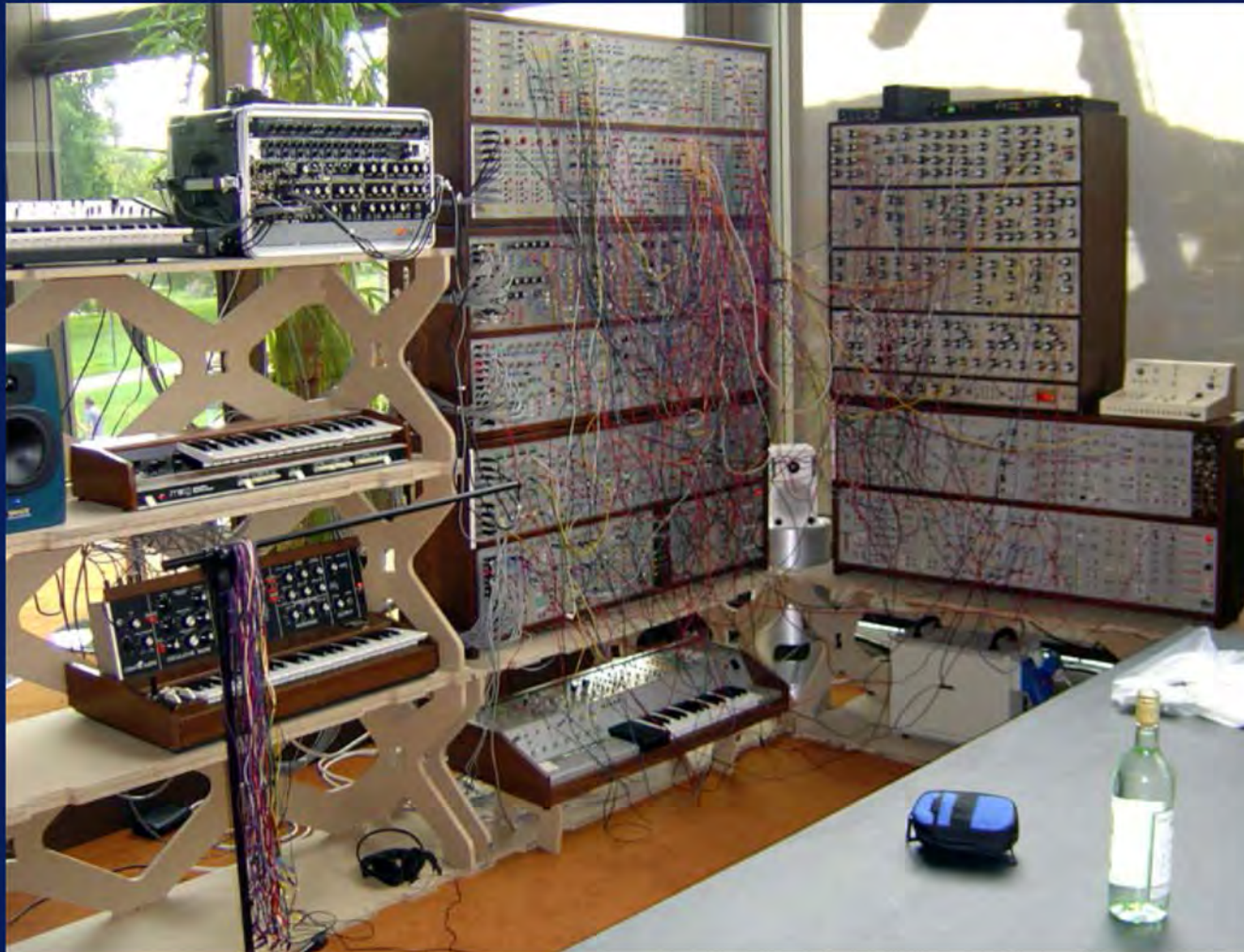
*Newton living room - 1986*



With Gerfried and Horst at Ars Electronica 2016



# At Ars Electronica Festival – Sept. 2-9, 2004





<http://synth.media.mit.edu>



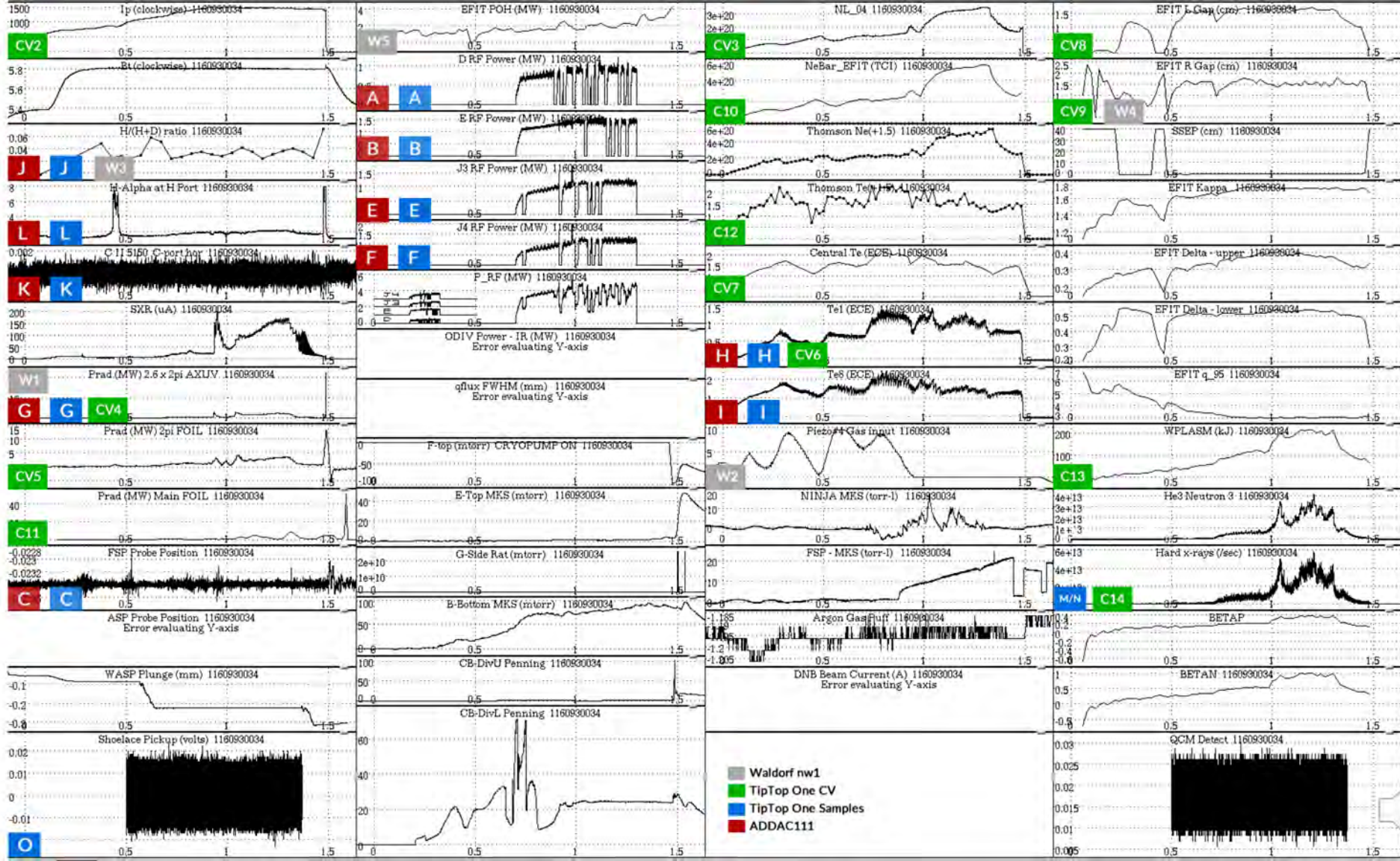
At MIT Museum Jan-April-2012



# 'ReSynthesizer' @ PSFC 4-8/2018 for CAVS 50<sup>th</sup> Anniversary









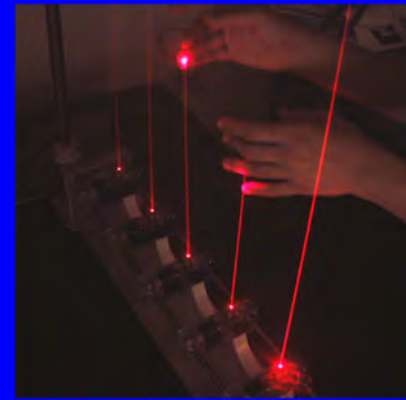
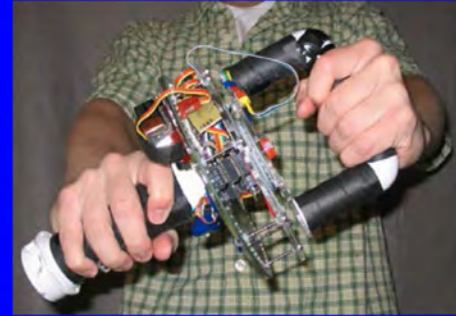
# Resynthesier: My custom modular synth installed at MIT's Plasma Fusion Center



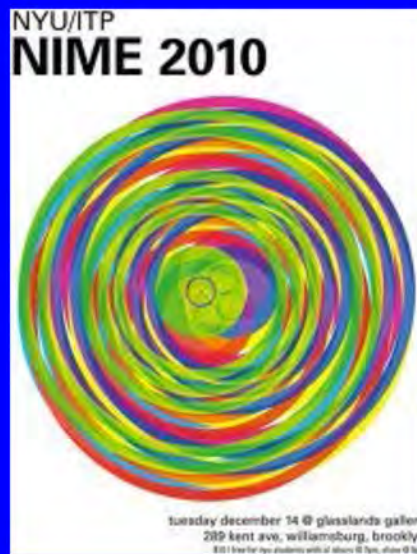
Uses actual data from Alcator C-Mod (MIT's Tokamak) as audio & control signals  
Realtime Audio Streams @ <http://synth.media.mit.edu>



# Musical Interfaces



# The Pageant of NIME

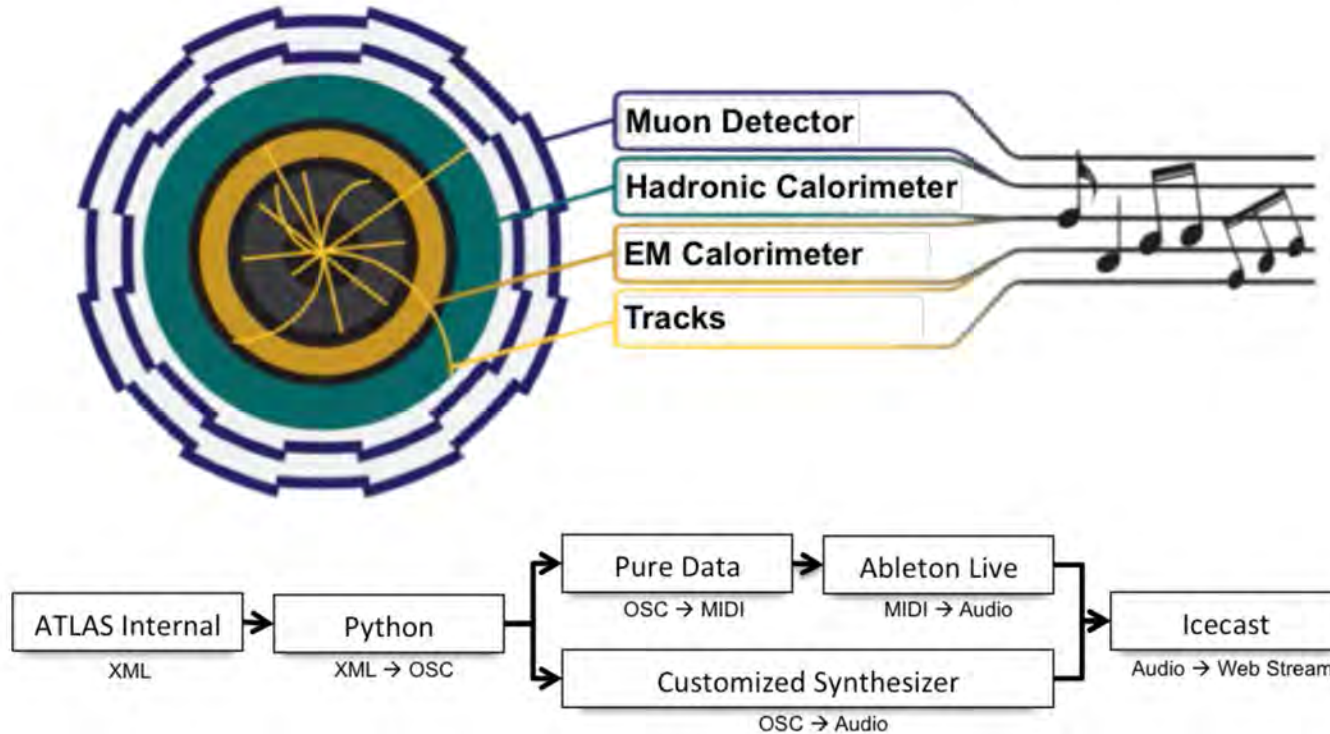






# Quantizer – ATLAS / Media Lab Collaboration

*A Framework to support diverse musical compositions running on real-time ATLAS/LHC Data*



Juliana Cherston (MITML) and Ewan Hill (TRIUMF/ATLAS) – Thanks to Steve Goldfarb & Frank Taylor

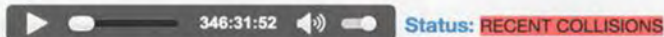
<http://quantizer.media.mit.edu>



# QUANTIZER high energy physics experienced through real-time audio

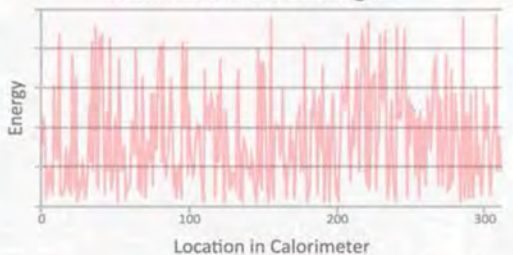
THE AUDIO STREAMS BELOW ARE BEING GENERATED IN REAL-TIME

Cosmic [House](#) [Suitar Samba](#) [Your physics sonification here?](#)



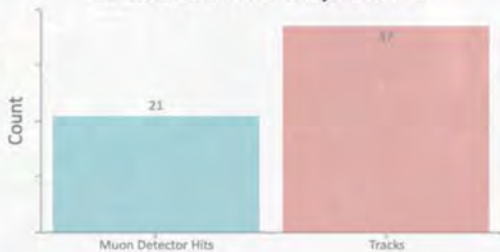
You are currently listening to sonified real-time data from the [ATLAS experiment](#) at CERN derived from: **calorimeter energy deposits, tracks, muon detector hits, missing energy** (note: Each collision corresponds to ~30 seconds of real-time audio. If the experiment is off, audio is generated from recent data. Audio, plots, and images are not perfectly aligned)

## Sonified Particle Energies

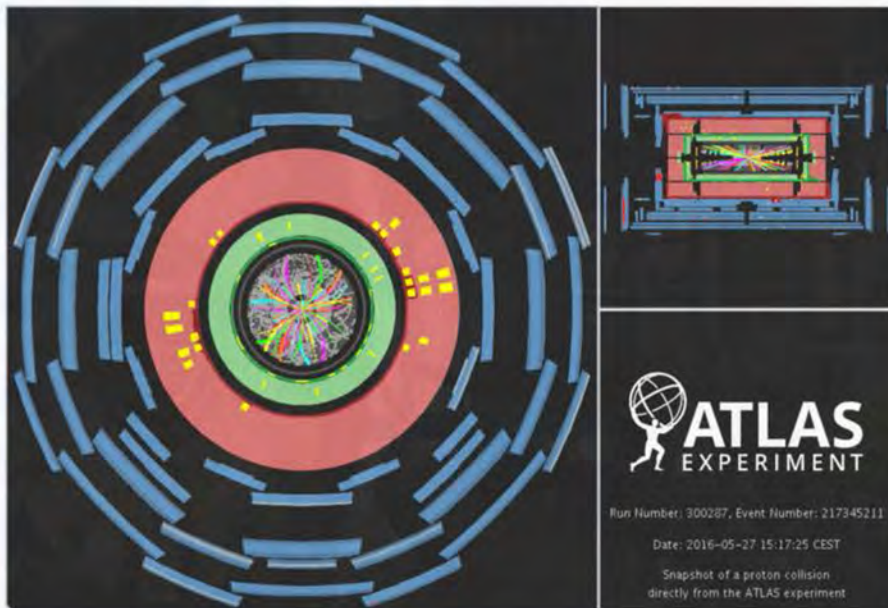


CanvasJS.com

## Sonified Particle Trajectories



CanvasJS.com



# a cognitive model of salience: which audio matters?



Humans selectively *attend to* and *remember* auditory events.

- *Low Level Spatial, Spectral, and Temporal Processing*
- *High Level Source and Scene Analysis*
- *Affective Analysis of User State and Conversation Topic*

# Intelligent Audio Capture for Memory

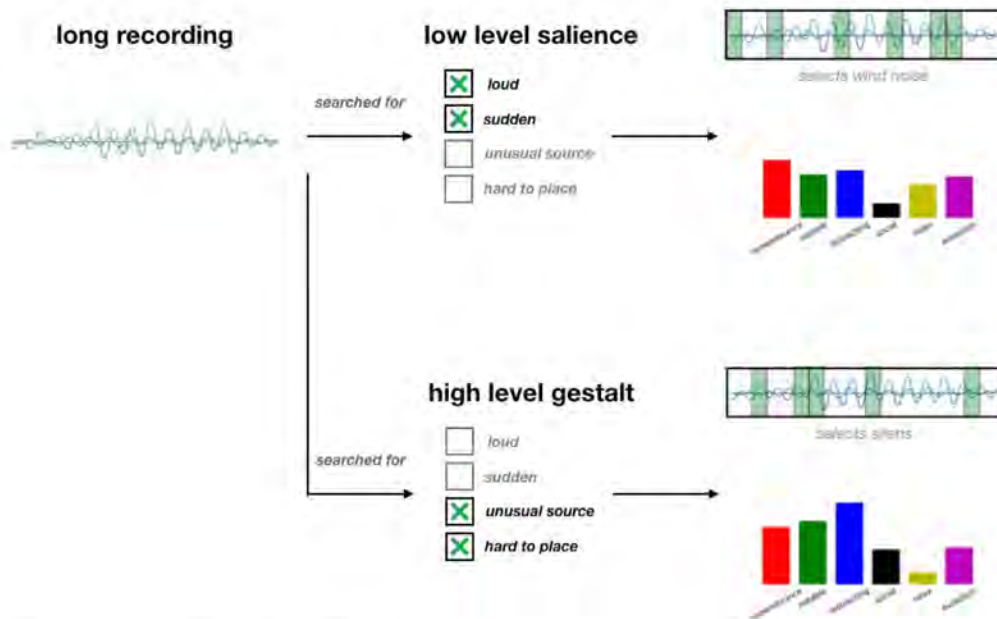
Ishwarya Ananthabhotla and David Ramsay  
Responsive Environments





# Cognition-Driven Audio Summarization and Compression

Building tools based on the impact of *low level salience* and *high level semantics* on how we listen.



"The Intrinsic Memorability of Everyday Sounds", Proceedings of AES International Conference on Immersive and Interactive Audio, January 2019.

# A Perceptual Loss for On-device Audio Neural Networks

Ishwarya Ananthabhotla<sup>1</sup>,  
Sebastian Ewert<sup>2</sup>, Joseph Paradiso<sup>1</sup>

<sup>1</sup>Responsive Environments, MIT Media Lab

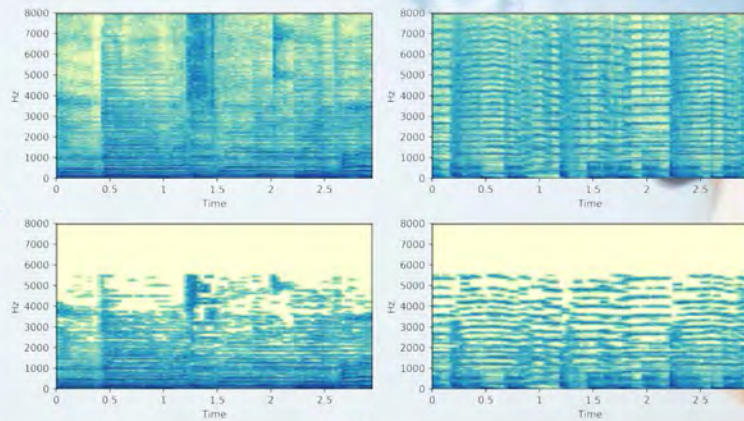
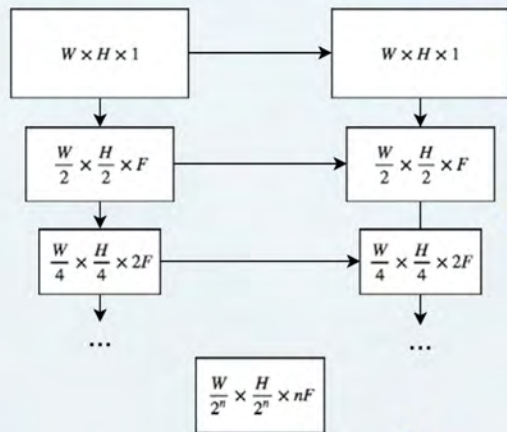
<sup>2</sup>Spotify, Inc.



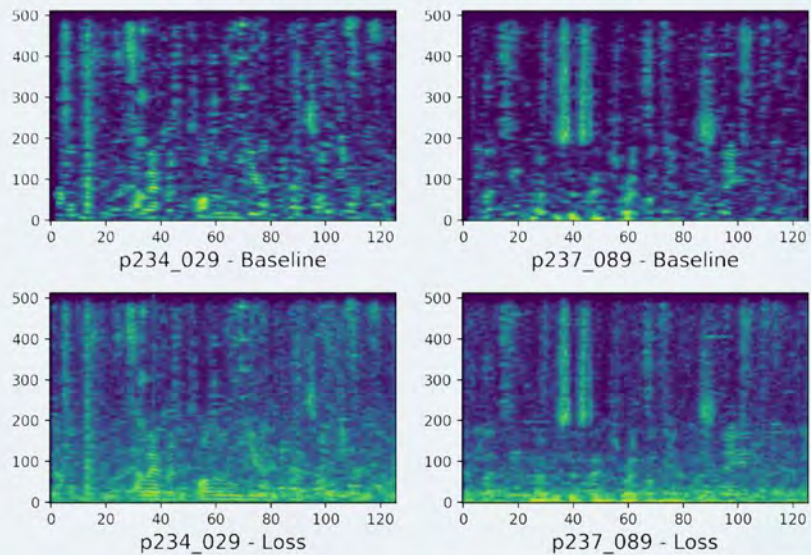
“Towards a Perceptual Loss: Using a Neural Network Codec  
Approximation as a Loss for Generative Audio Models,”  
Proc. of ACM Multimedia, 2019







Speech Denoising Example at 0dB SNR, Model P1



# When you need to be notified about data...



Interrupting  
Your Music

Data  
Sonification

What if we could subtly modify your  
*personal* music collection?





Personal Music  
Collection

Real-time notifications  
applied to your personal  
audio..



Audio  
Stream

Genre-specific Modifications



Signals  
from Data  
Source



Listener

..plug in to any data source  
(sensors, social media  
applications, etc) and control  
subtlety.



From: Mom

What did you  
have for lunch?





# The Next Convergence



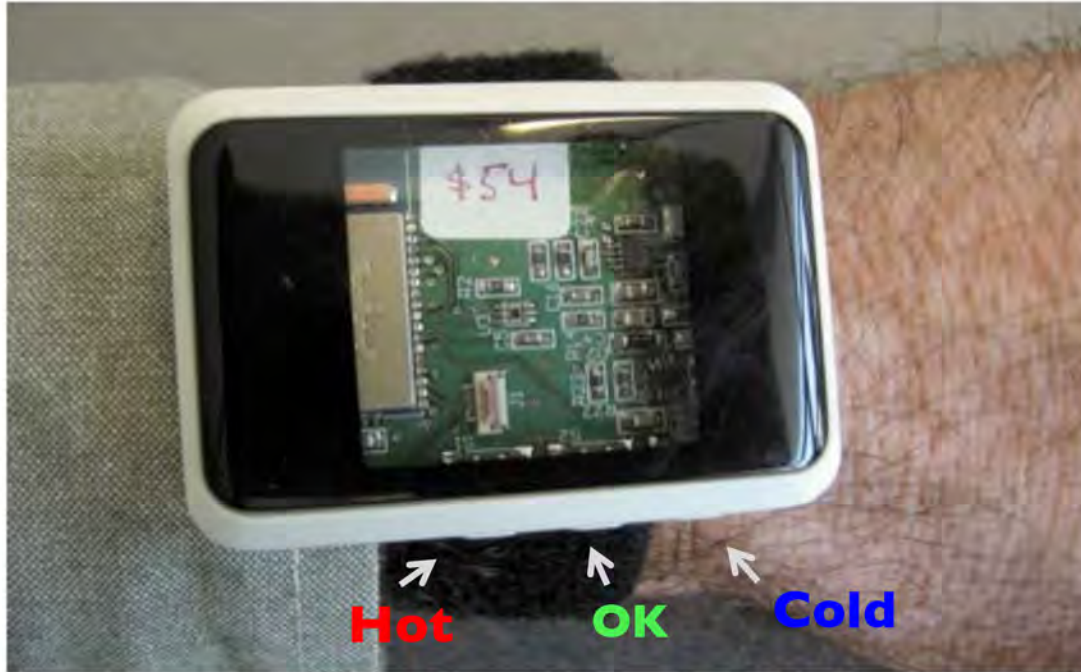
# The 'Digital Butler' Arises Now



**Transitory Phase – Smart environments will become an extension of self**



# Personal Comfort Control

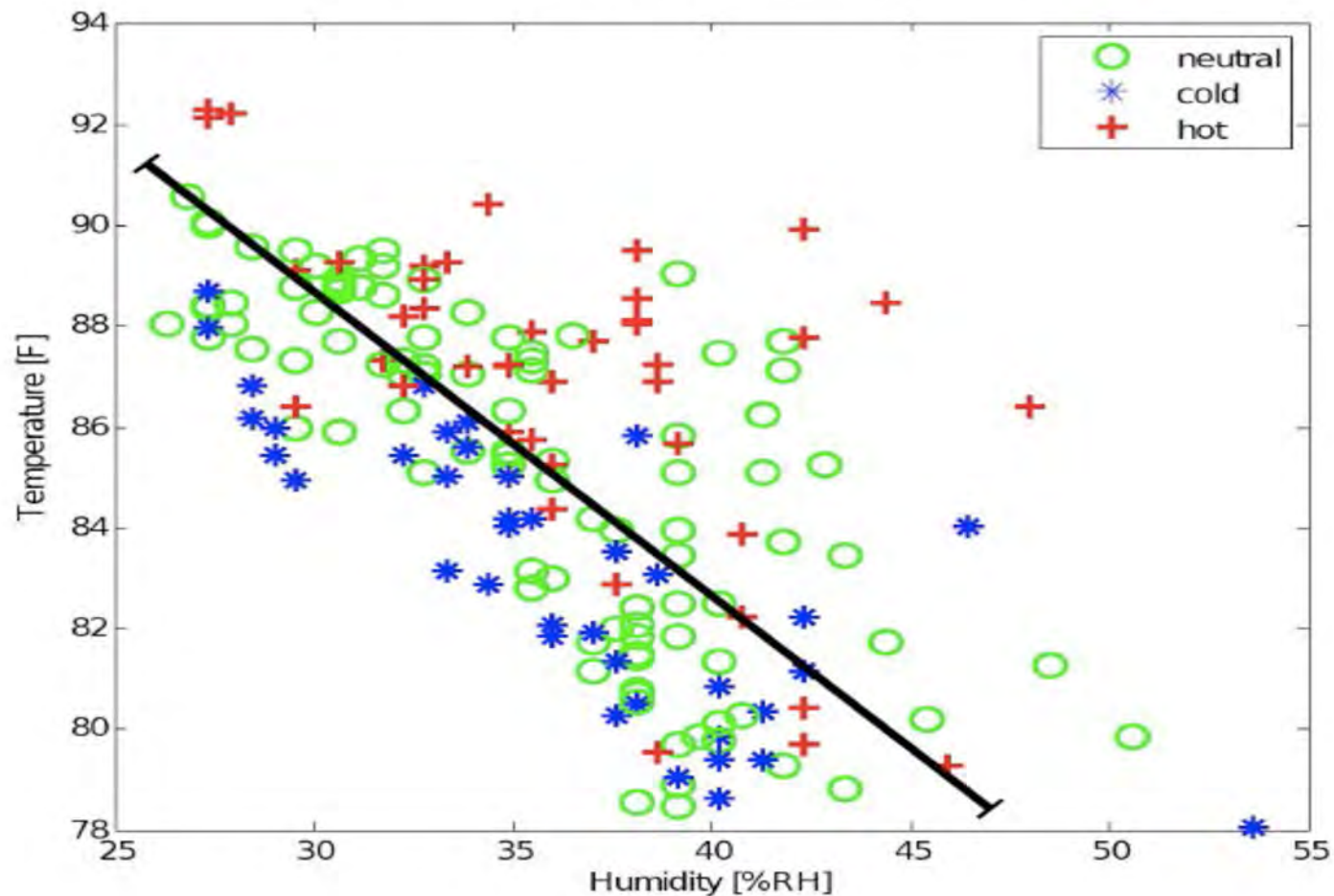


## Wearable Sensor

Integrated vibration, T & H, Light @  $\mu\text{W}$

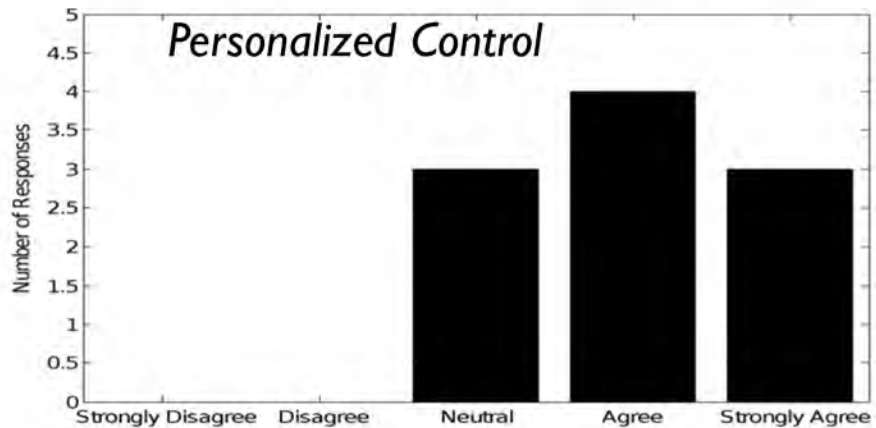
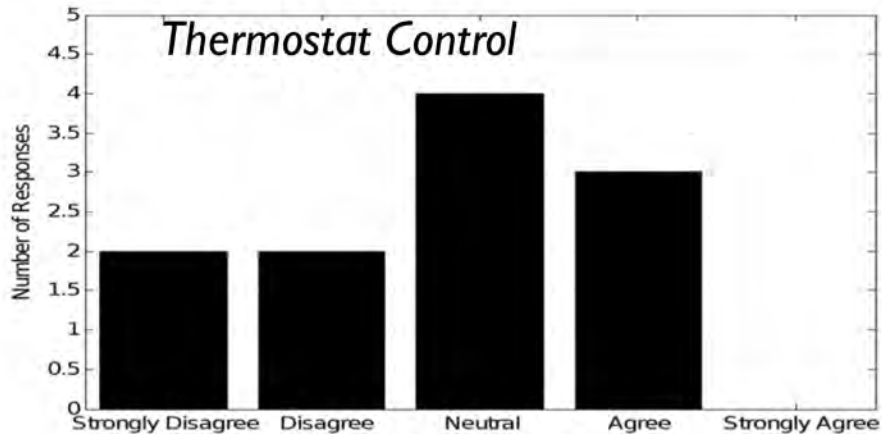
*Feldmeier, Paradiso, "Personalized HVAC Control System," IOT Tokyo Nov. 30, 2010*

# Learning Comfort

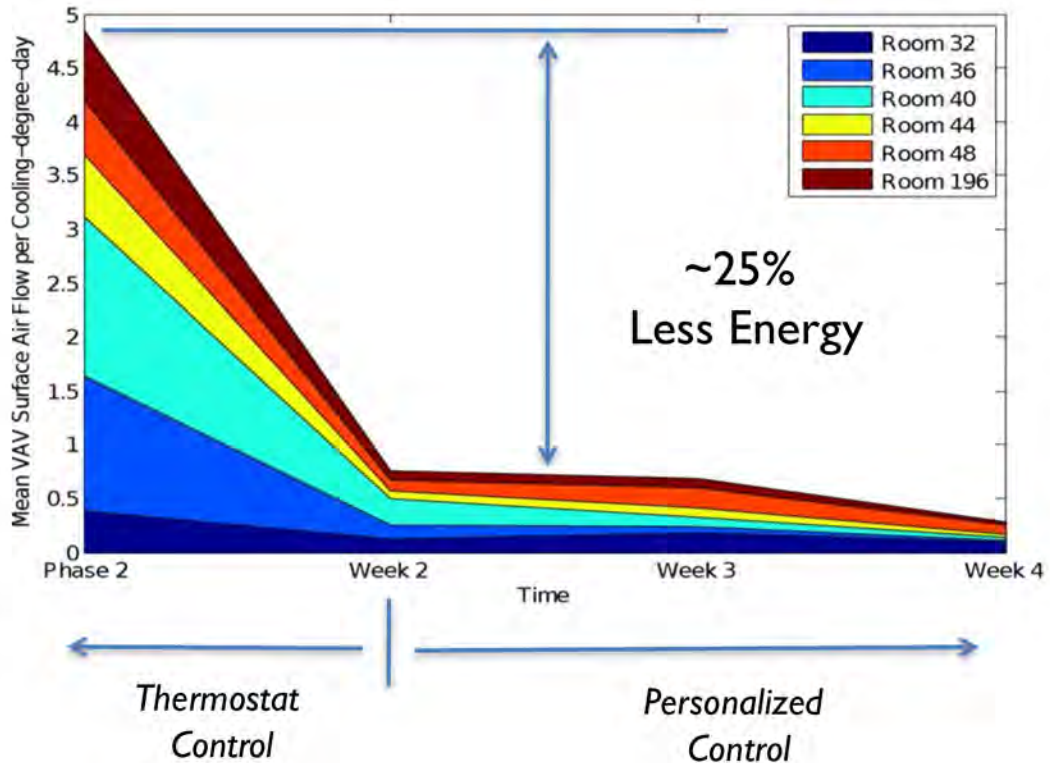




# We are More Comfortable



# ...For Less Energy



# Lighting Control is Broken

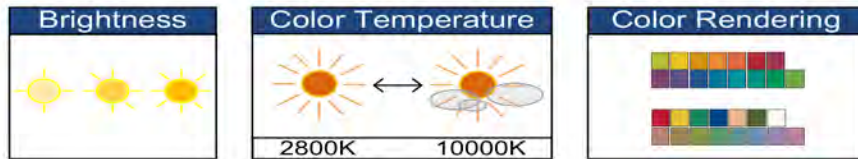
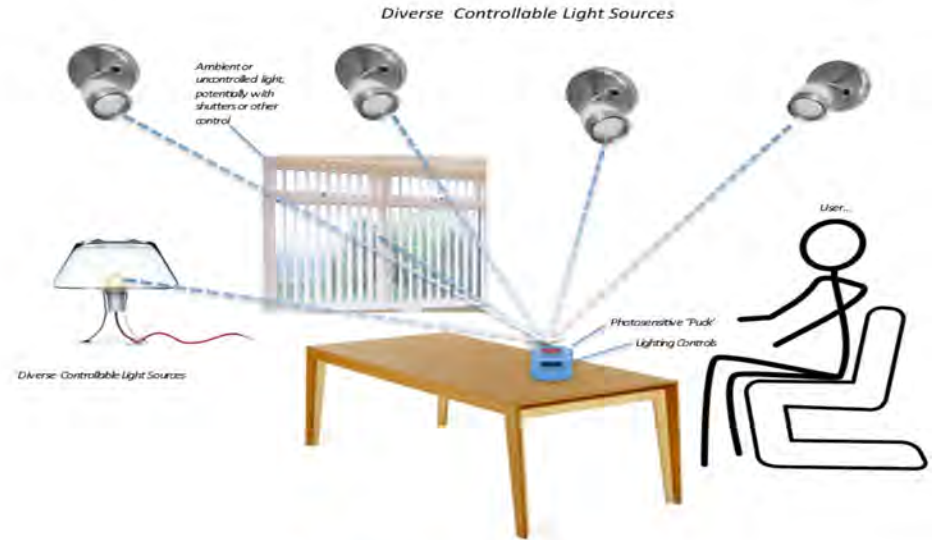
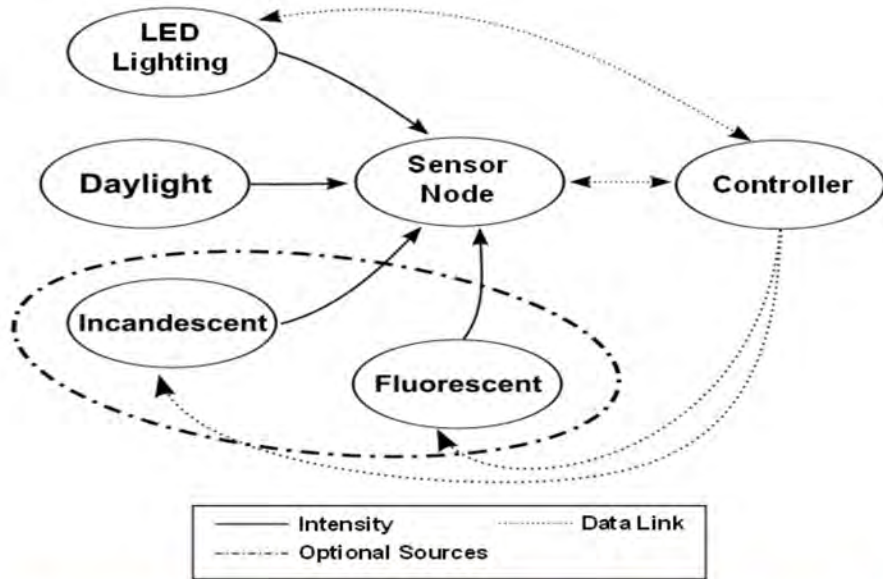


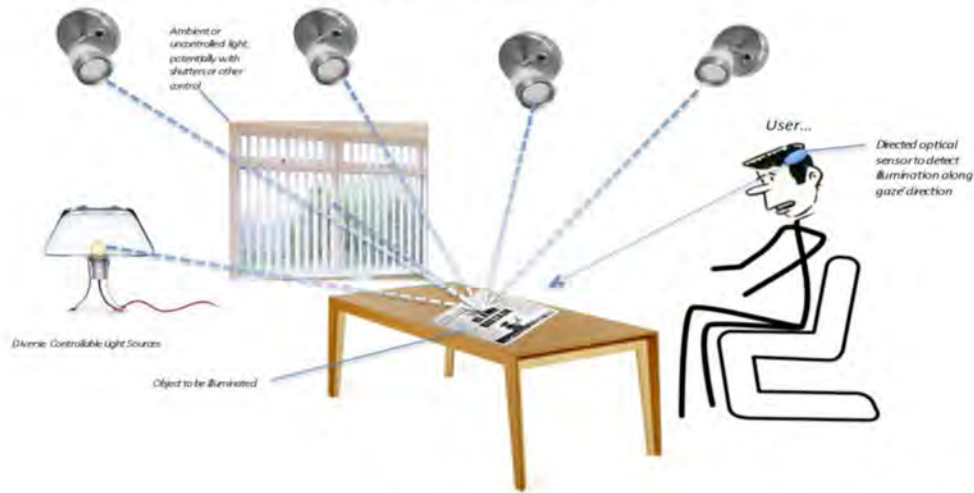
*Commercial lighting control panel in the modern (2010) Media Lab Building*



# Efficient Sensor-Enabled Lighting

Matt Aldrich, Nan Zhao, and Joe Paradiso





User Perspective – wearable adjusts reflected lighting to be optimal where user is looking

- **Wearable Sensors and Cameras**

Synchronized infrastructure cameras see area contributions from different sources

- Feedback control and gestural override
  - “Put That There” for lighting
  - Context Based Lighting

Nan Zhao – Computer Vision Feedback

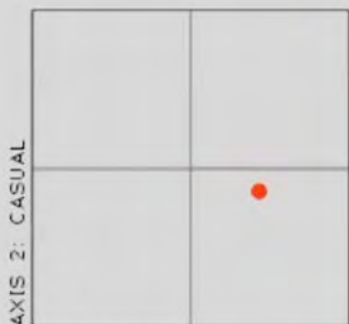


Nan Zhao et al, 'A Multidimensional Continuous Contextual Lighting Control System Using Google Glass,' in Proc. of BuildSys'15 - *Best presentation award*



## Power consumption of the lighting system in %

Power: 52%



AXIS 1: FOCUS

**Position of operation  
point in the two  
dimensional contextual  
control space**

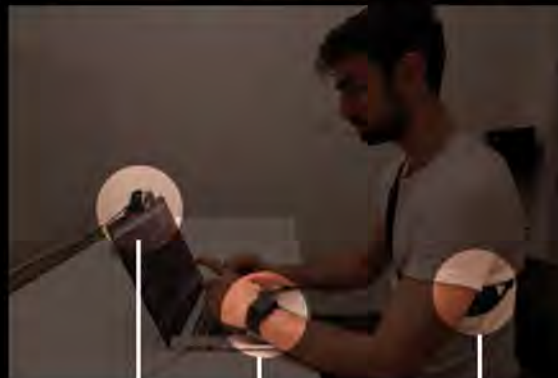
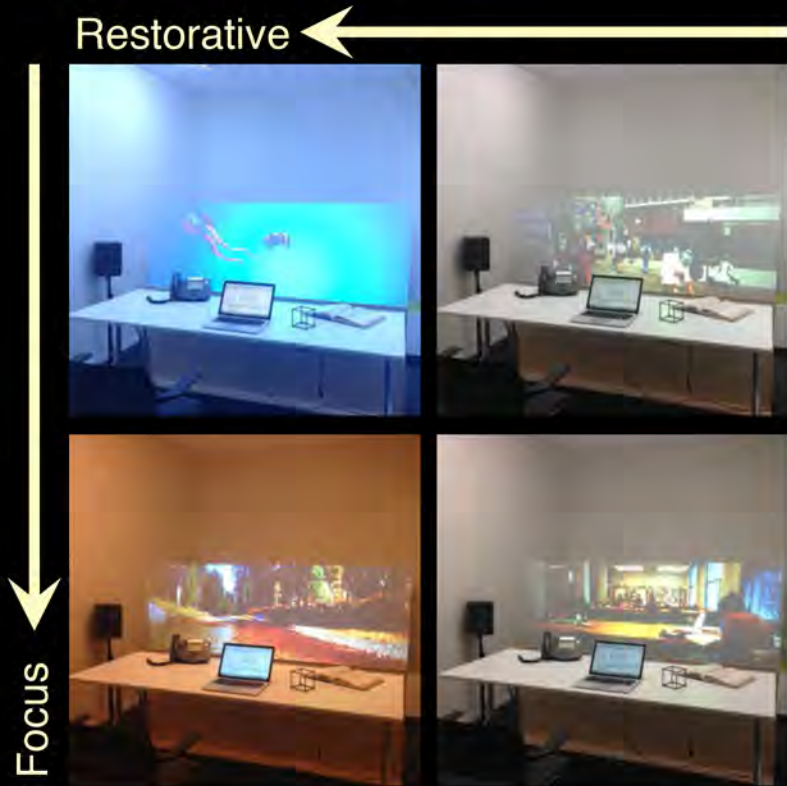






# Mediated Atmospheres

Nan Zhao, Robert Richer Asaf Azaria



Feature  
comparison

Understanding perceptual and physiological effects of multimodal mediated environments

- Facial Expressions, Head Orientation, Gaze
- Bio-Signals: ECG, GSR, Respiration, Temperature, etc.
- Basic Posture and Motion

Zhao, N., Azaria, A., Paradiso, J.A., "Mediated Atmospheres: a Multimodal Mediated Work Environment," Presented at UbiComp 2017



Perception and Experience

Physical Reaction

Cognitive Performance







# Captivates

Moving the study of **deep attention** out of the lab -

*real moments* across *many contexts and experiences.*







*A new probabilistic approach* for measuring deep states of attention



*Everyday sensing applied to ...*

# CONCERTS' LEARNING



# Making Online Learning More Adaptive Through Sensor Based Behavior Monitoring

More than **6.3 million students** in the U.S. took at least one online course in fall 2016 (5.6% rise from previous year) and in 2017, **77% of US corporations** used online learning

*But how can we make these systems more understanding of the user and make the experience more personalized?*

Is it possible to....

- build **non-invasive, robust, sensor systems** to monitor users' attention and engagement in dynamic learning environments?
- construct a system that users **trust** to use in their private lives?
- design an **adaptive, personalized learning experience?**





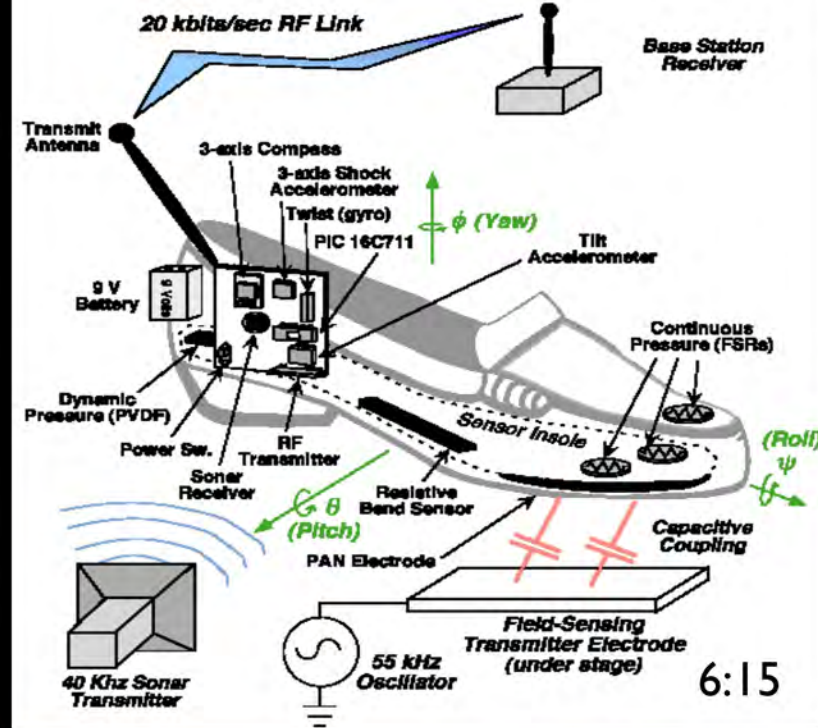
# Media Lab 'Cyborgs' – 1995



# 1997 - Expressive Footwear

## 17 Data Channels

Tilt, shock, rotation, height, bend, location, multipoint pressure



"Design and Implementation of Expressive Footwear," IBM Systems Journal, October 2000, pp. 511-529.



M. Lapinski et al, "A Wide-Range, Wireless Wearable Inertial Motion Sensing System for Capturing Fast Athletic Biomechanics in Overhead Pitching" Sensors, July 2019

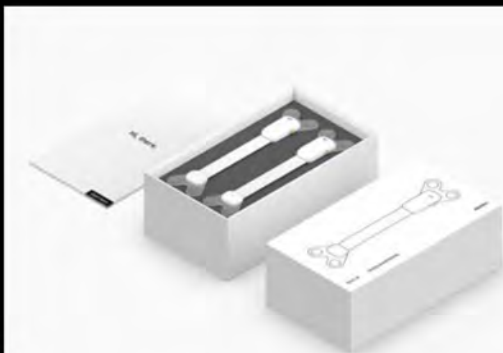




# Nan-Wei Gong, PhD 2013



*Nan Wei Gong*  
Cofounder & CEO,  
Figur8



R&D Kits Now Available

JUL 06, 2018



The Beginning Of On-Body Sensing

JUL 02, 2018



# Wearing Figur8 in Zero G Aug. 2019

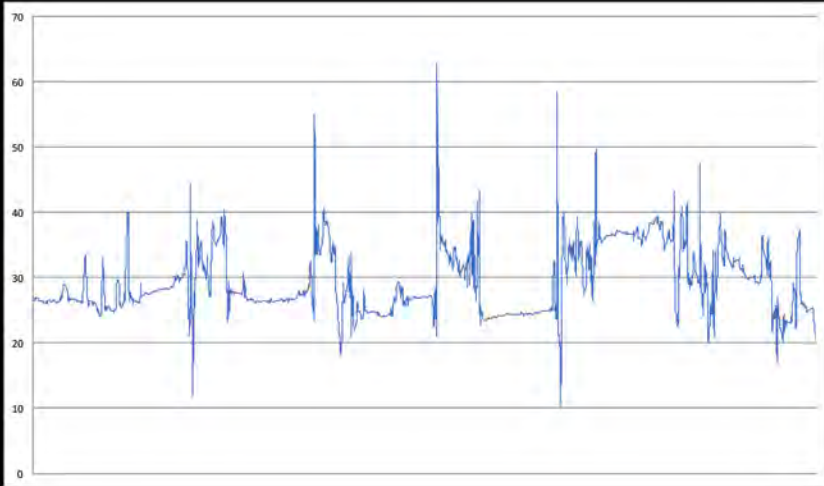




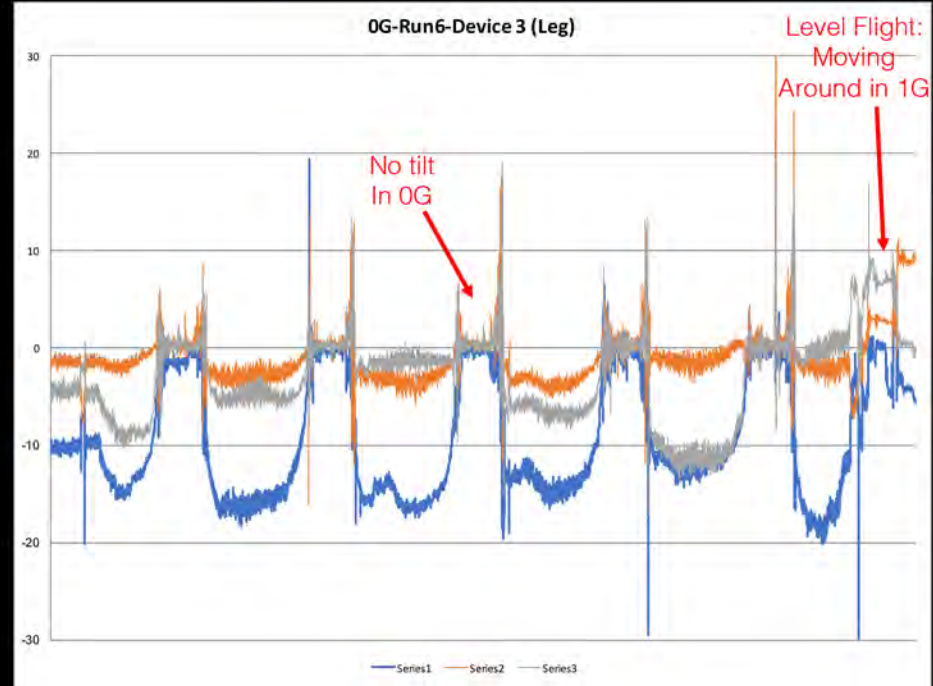


# Some 0G Data (leg-worn)

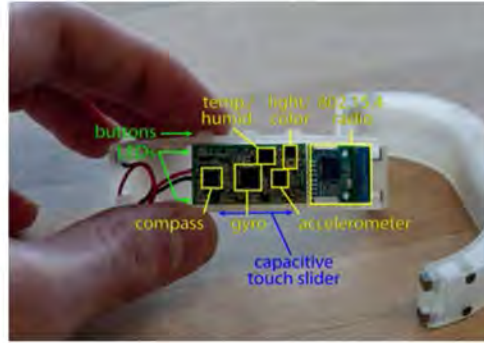
## Goiniometer



## Accelerometers

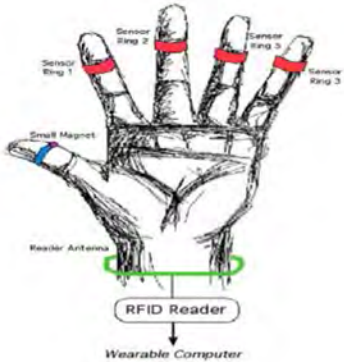


# Direct Control From The Wrist/Fingers



B. Mayton et al, "WristQue: A personal sensor wristband," in Proc. BSN 2013

D. Way & J. Paradiso, "A Usability User Study Concerning Free-Hand Microgesture and Wrist-Worn Sensors" in BSN 2014

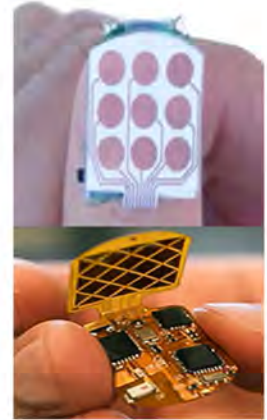


Concept

Working COTS Proof-of-Concept, 2010



Dementyev & Paradiso, "WristFlex: Low-Power Gesture Input with Wrist-Worn Pressure Sensors," in Proc. of UIST 2014



Kao, Dementyev, Paradiso, Schmandt. 'NailO: Fingernails as an Input Surface', CHI 2015

Bainbridge, R. and Paradiso, J.A., "Wireless Hand Gesture Capture Through Wearable Passive Tag Sensing," in Proc. of the 2011 International Conference on Body Sensor Networks (BSN 2011), pp. 200-204.



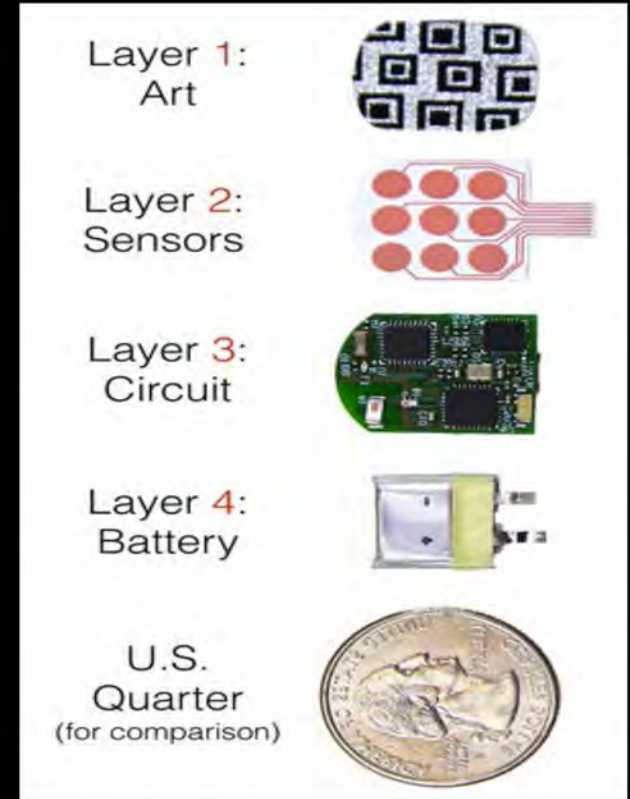
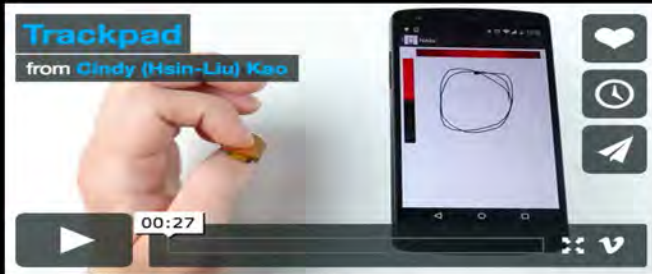
**HGTVRemodels.com**



# **WristFlex: Low-Power Gesture Input with Wrist-Worn Pressure Sensors**

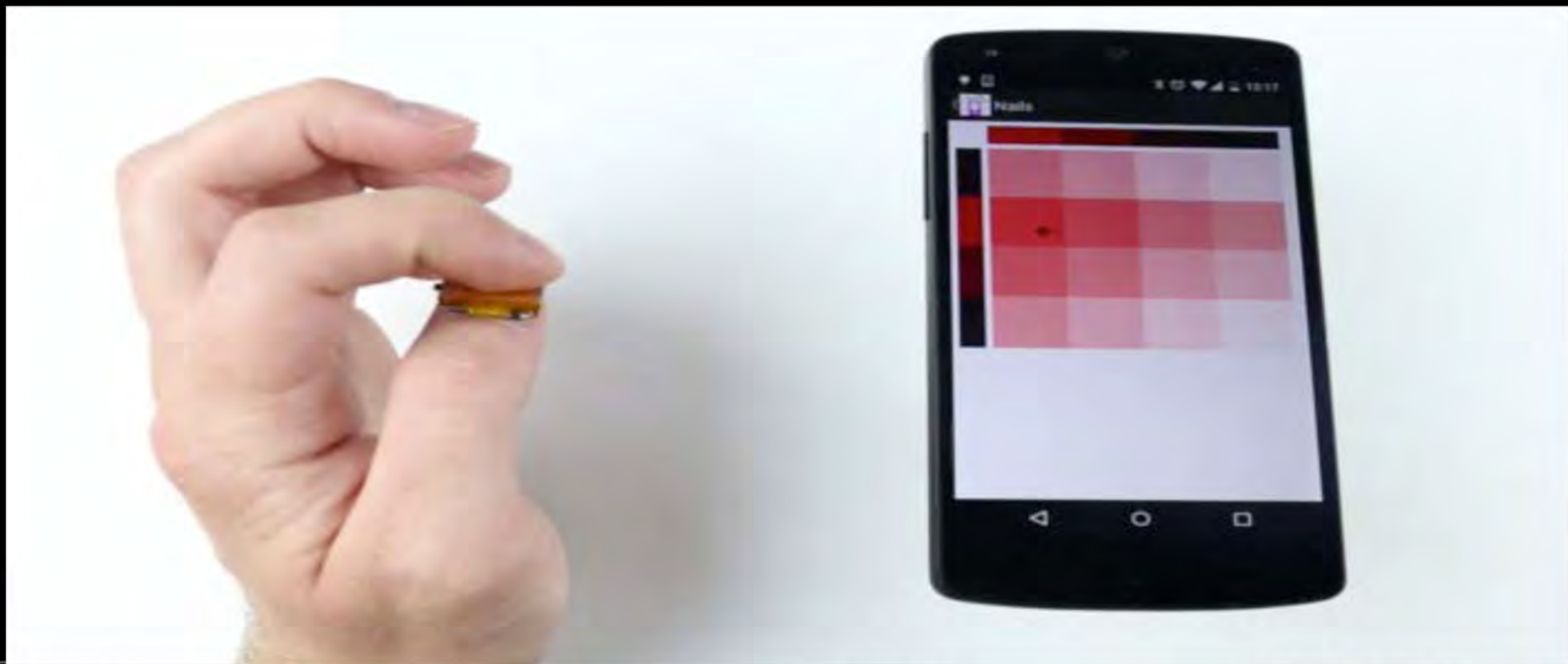
**MIT Media Lab  
Responsive Environments  
Artem Dementyev  
Joseph Paradiso**

# Nail/O – wireless touchpad fingernail



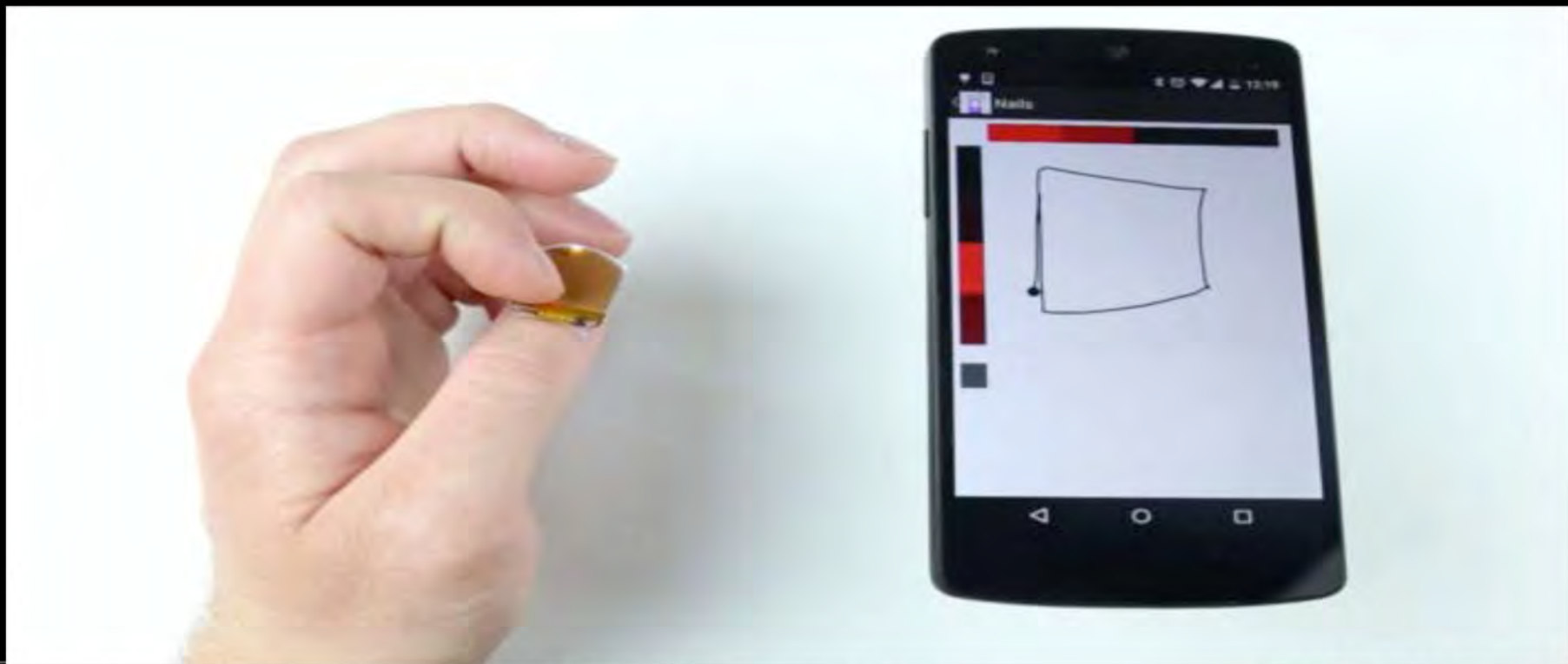
H.-L. C. Kao, A. Dementyev, J. Paradiso, C. Schmandt. 'Nail/O: Fingernails as an Input Surface', CHI 2015. *Honorable mention award*

# Swiping & Raw Data





# Fingernail Trackpad







*Passive*



*Active*

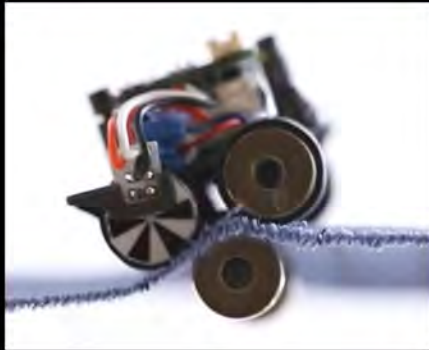
- The Tick (e.g., jumps onto a host, attaches, then disengages)**
  - **The Bur (e.g., sticks to passing object, then shakes off)**
- **The Symbiote (an appliance you want to carry while it works)**
  - **Contains GPS, RF, basic sensor suite**





# Rovables!

Artem Dementyev (ResEnv)  
Cindy Kao (Living Mobile)  
Sean Follmer (Stanford)



*Best Paper Award UIST 2016*

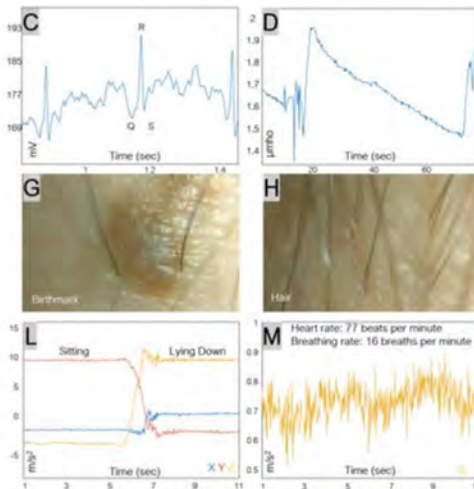
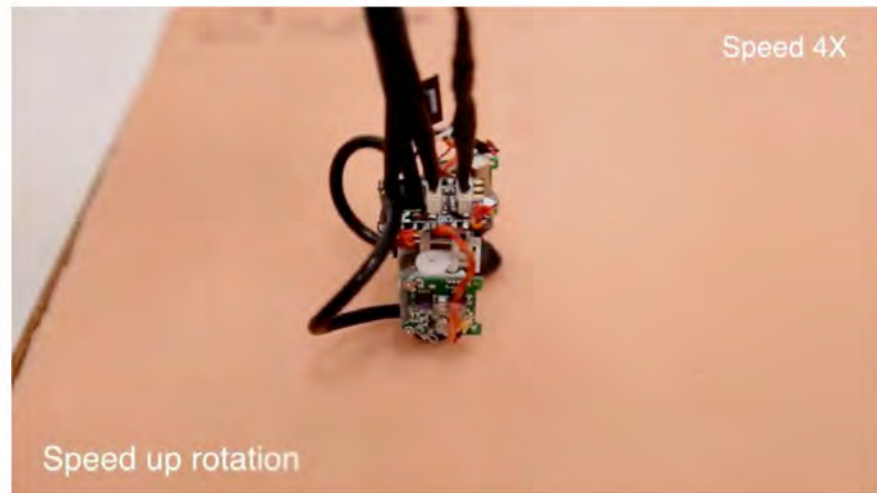
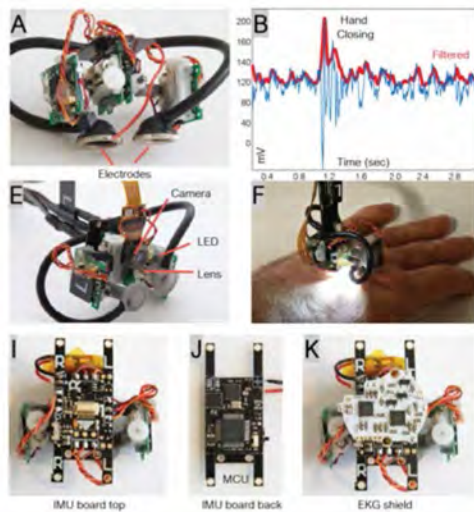
# Rovables: Miniature On-Body Robots as Mobile Wearables

Artem Dementyev, Hsin-Liu (Cindy) Kao, Inrak Choi, Deborah Ajilo,  
Maggie Xu, Joseph Paradiso, Chris Schmandt, Sean Follmer

MIT Media Lab, Stanford Universtiy

*Ars Electronica 2016*

# On-skin walking and flexible robots (Artem Dementyev)



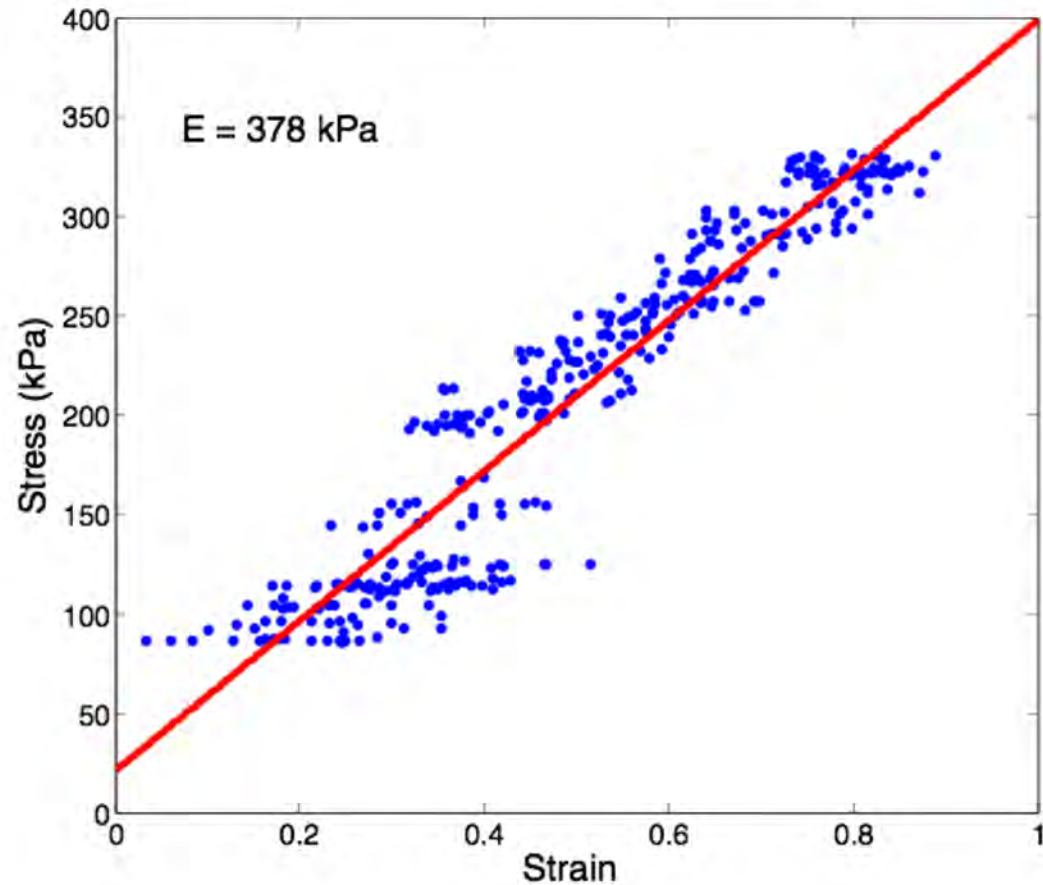
'Homemade' Flex Robots  
(with Jifei Ou & Jie Qi)



# Map skin's mechanical properties



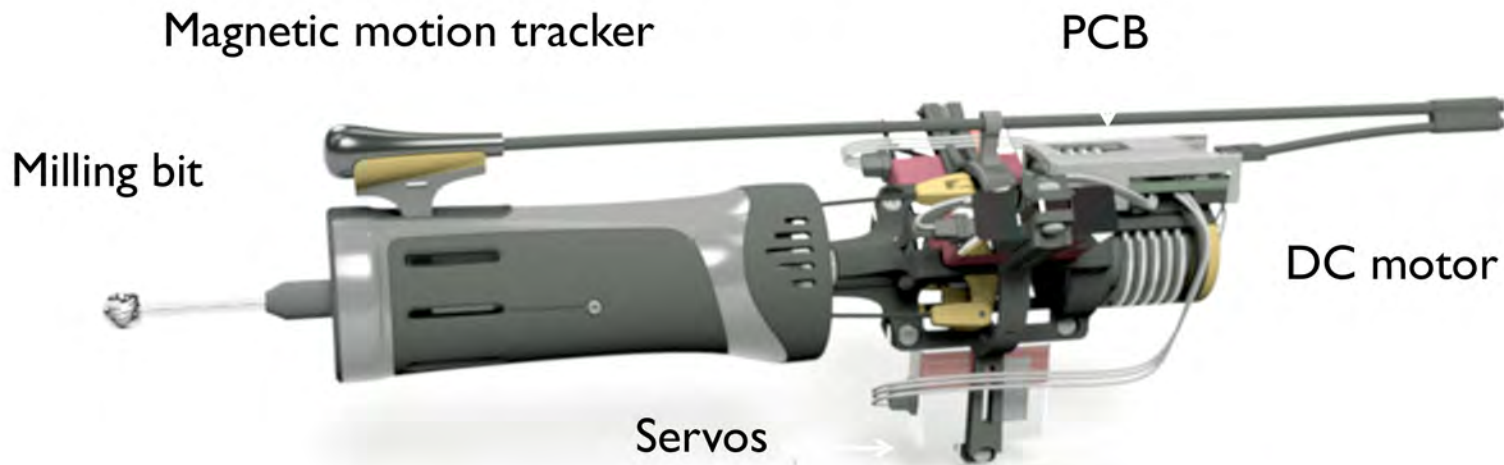
# Modulus of Elasticity



# The FreeD

**A handheld digital milling device for craft and fabrication**

*Amit Zoran*

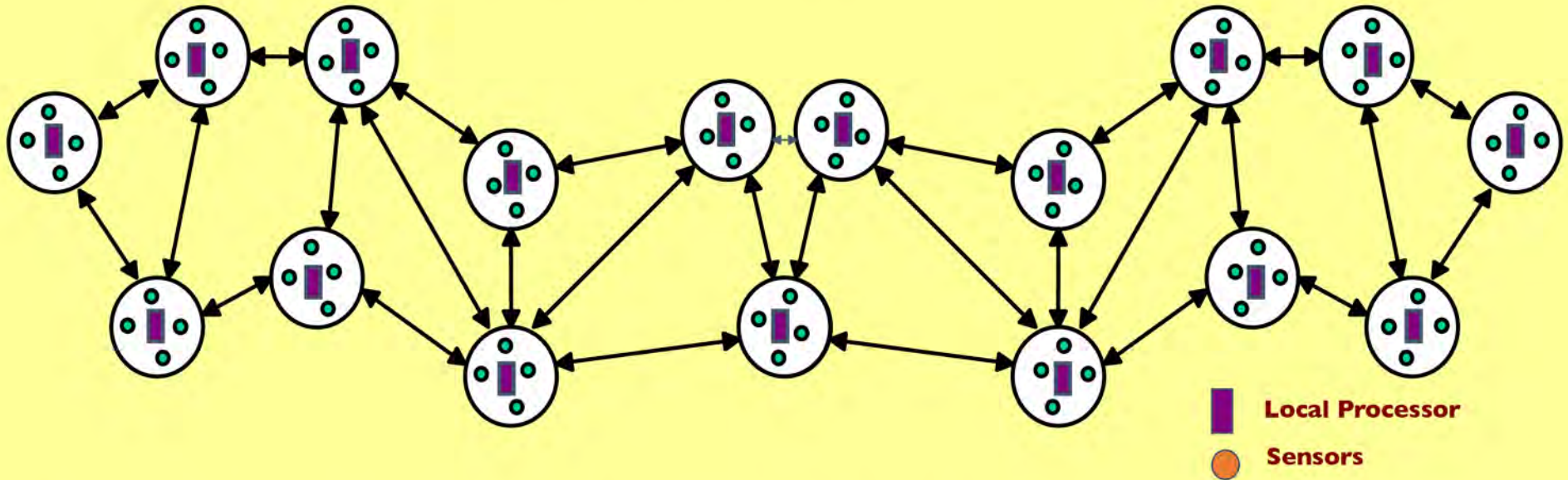


**BEST PAPER AWARD – CHI 2013**





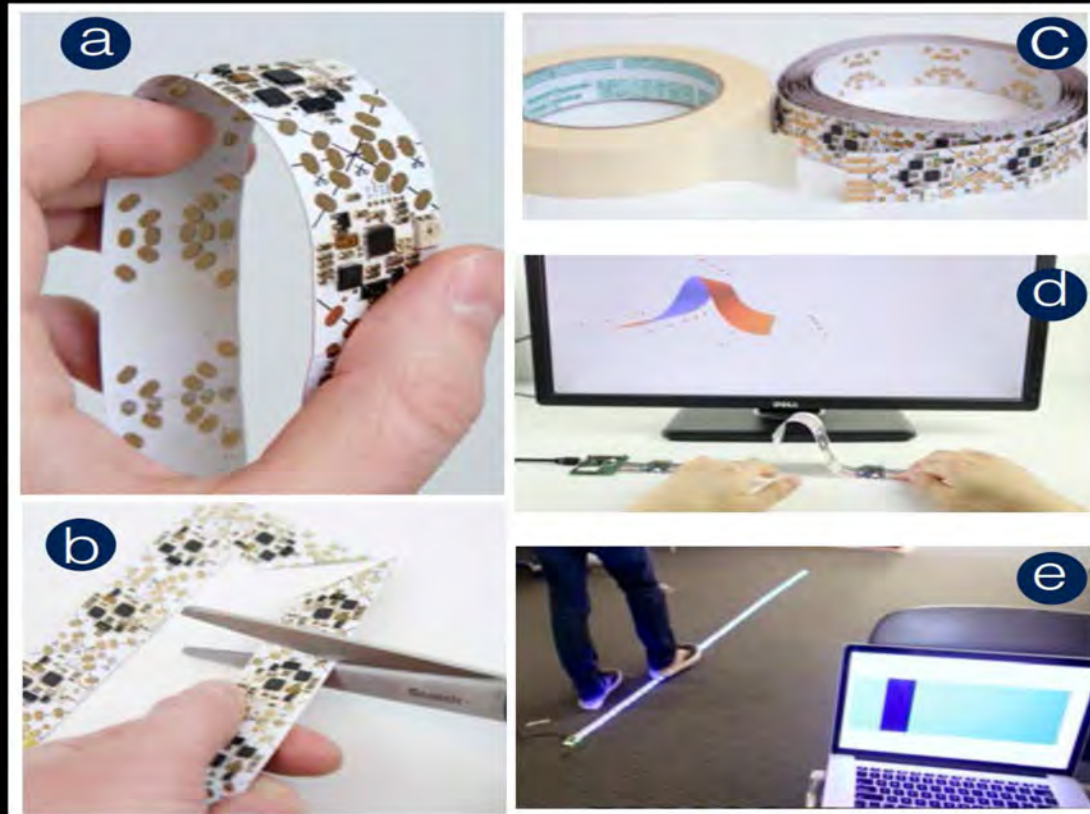
# Sensate Media



*Densely-networked sensor-processor 'Soup' – Electronic skin, etc.*

Paradiso, J.A., Lifton, J., and Broxton, M., Sensate Media – Multimodal Electronic Skins as Dense Sensor Networks, *BT Technology Journal*, Vol. 22, No. 4, October 2004, pp. 32-44.

# New design all on Flex





UIST 2015

# SensorTape: Modular and Programmable 3D-aware Dense Sensor Network on a Tape

Artem Dementyev

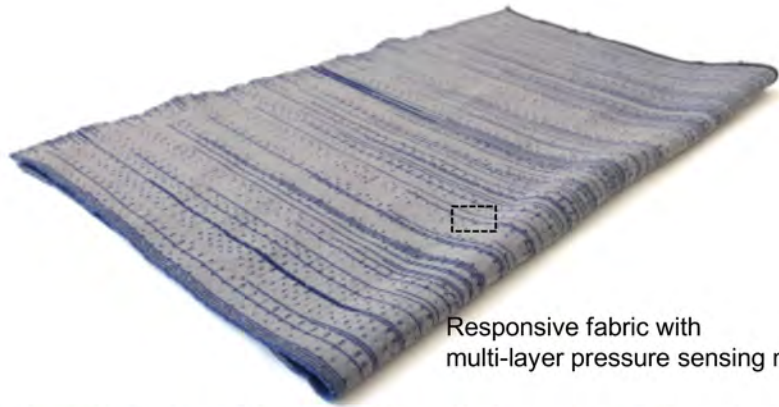
Hsin-Liu (Cindy) Kao

Joseph A. Paradiso



# Knitables: Digital knitting of electronic fibers

Irmandy Wicaksono, Joseph A. Paradiso



Responsive fabric with multi-layer pressure sensing matrix







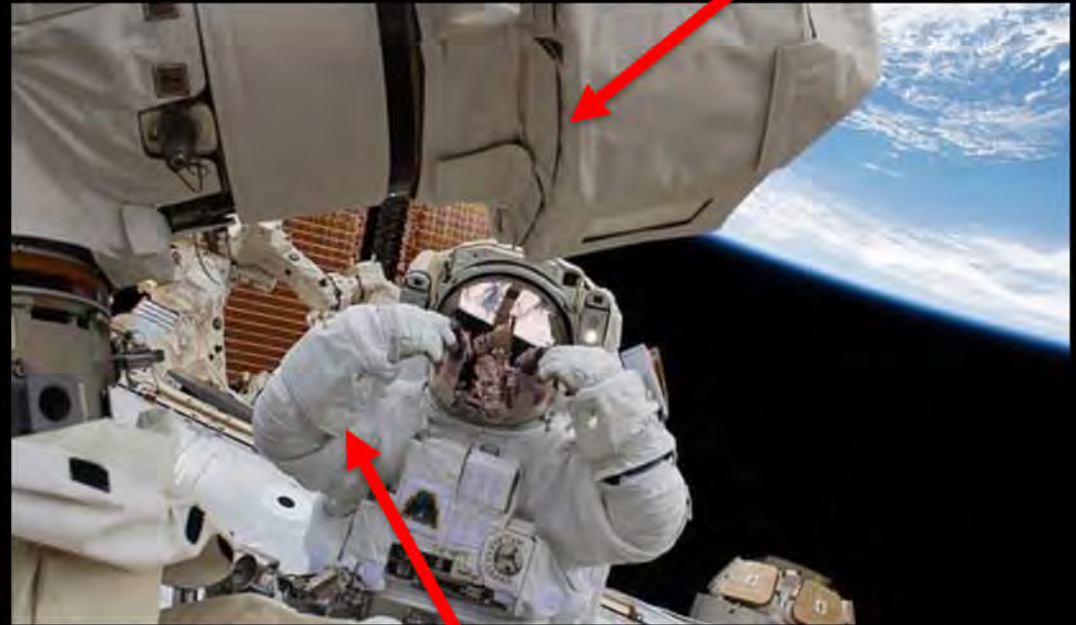
216



# SpaceSkin

## Aerospace-Grade Sensate Textiles

Today's aerospace-grade protective textiles are passive, woven structures



Beta cloth

Ortho-  
fabric



Name of presentation. Enter  
text on main master page.

Name of presenter  
Helvetica Regular 18/18

# SpaceSkin

Aerospace-Grade Sensate Textiles

We are bringing the latest advances in function fibers and electronic textile design to an aerospace context



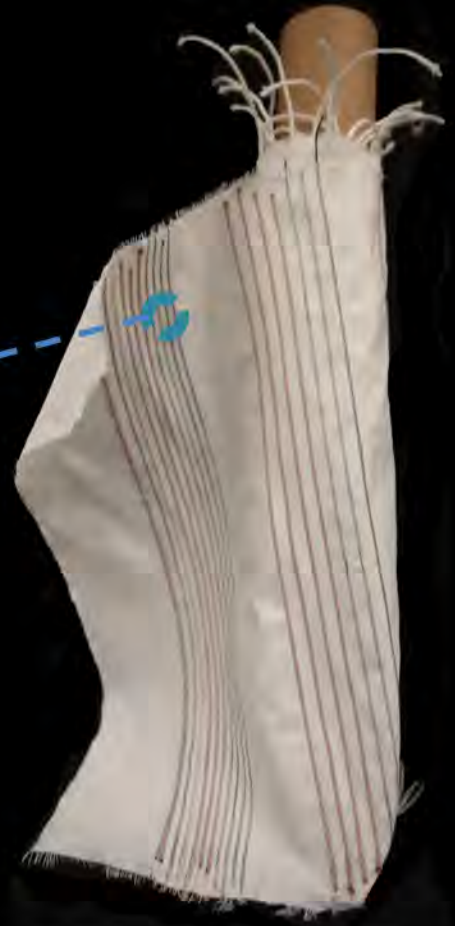
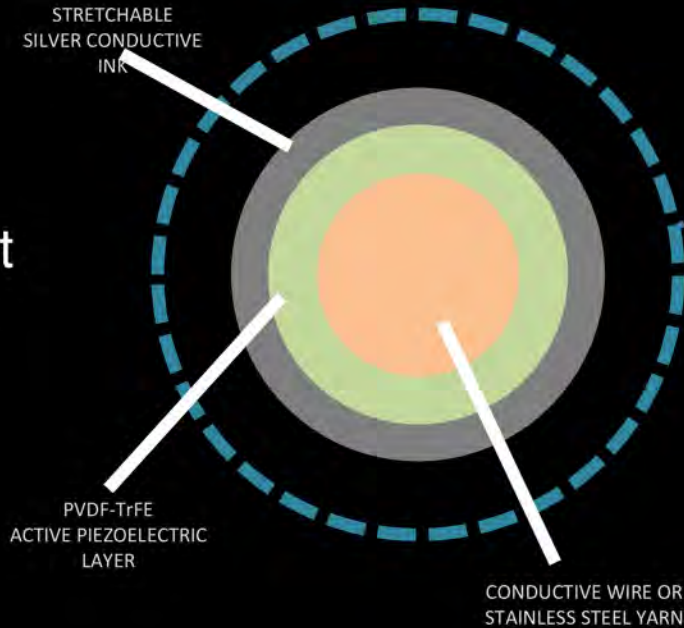
Name of presentation. Enter text on main master page.

Name of presenter  
Helvetica Regular 18/18

# SpaceSkin

## Aerospace-Grade Sensate Textiles

by integrating piezoelectric fibers that sense vibration and impact

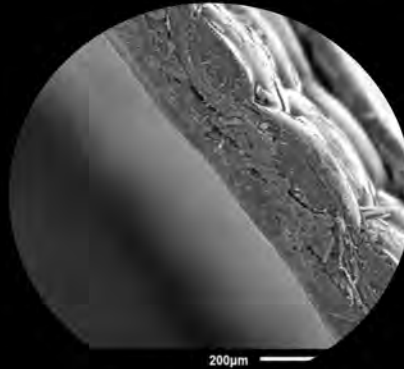




# SpaceSkin

Aerospace-Grade Sensate Textiles

into materials with  
decades of spaceflight  
heritage



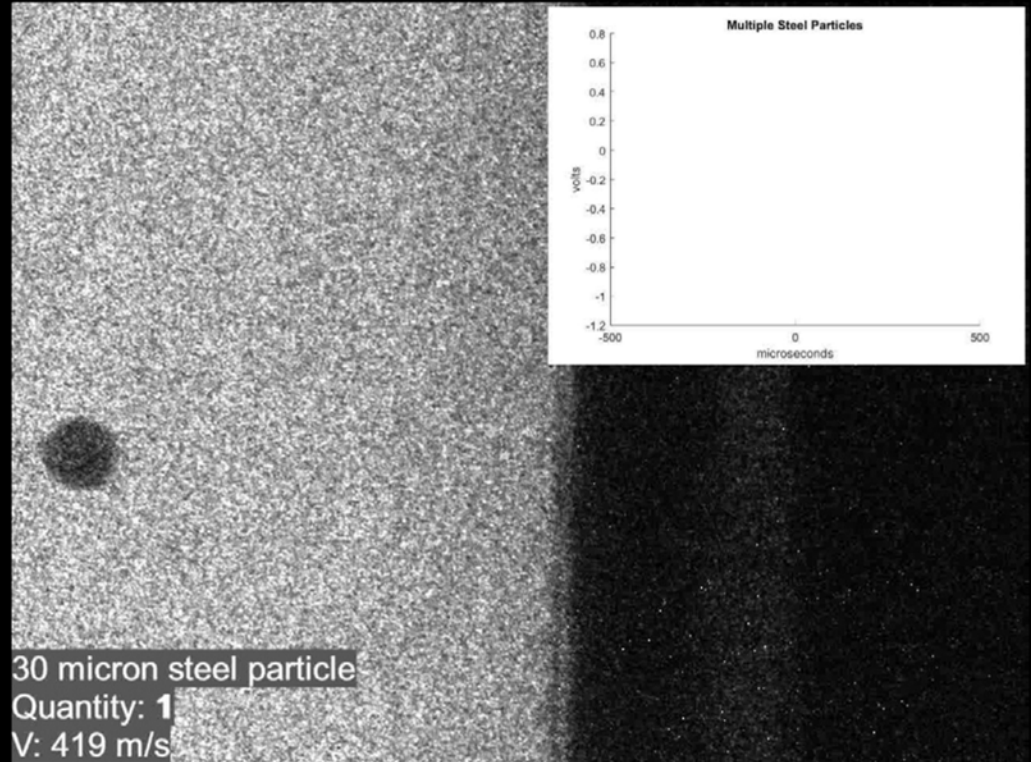
Teflon-impregnated fiberglass



# SpaceSkin

## Aerospace-Grade Sensate Textiles

To create materials that can characterize debris and micrometeoroid impactors on persistent space assets

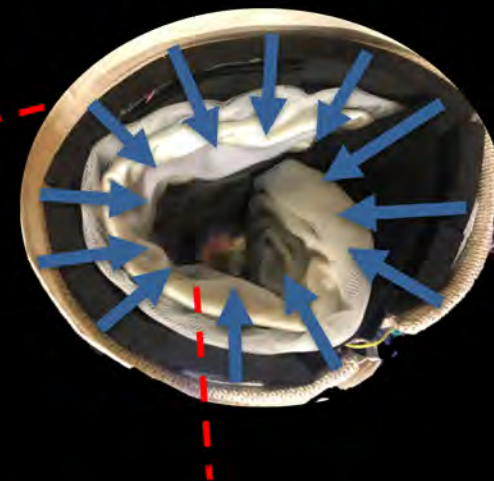


# SpaceSkin

Aerospace-Grade Sensate Textiles

And enable astronaut  
haptic feedback systems

Space-resilient sensate  
skin



Haptic actuators on biological skin



# SpaceSkin

Aerospace-Grade Sensate Textiles

With potential application in our exploration  
of extreme environments on Earth



# EXTRA SENSORY PERCEPTION

How a world filled with sensors will change the way we see, hear, think and live

By Gershon Dublon and

Gershon Dublon is a Ph.D. student at the M.I.T. Media Lab, where he develops new tools for exploring and understanding sensor data.



Joseph A. Paradiso is an associate professor of media arts and sciences at the Media Lab. He directs the Media Lab's Responsive Environments Group, which explores how sensor networks augment and mediate human experience, interaction and perception.



Scientific American  
Cover Article  
July 2014





# The Instrumented Earth



Internet of Things  
at Planetary Scale



# The New York Times

Tuesday, July 4, 2017 Today's Paper Video 82°F Nasdaq -0.49% ↓

World U.S. Politics N.Y. Business Opinion Tech Science Health Sports Arts Style Food Travel Magazine T Magazine Real Estate ALL

## North Korea Claims It Tested Intercontinental Ballistic Missile

By CHŎE SANG-HŬN

- North Korea on Tuesday claimed a milestone in its efforts to build nuclear weapons that could reach the mainland United States.
- U.S. and South Korean authorities were continuing to analyze the data. Experts said the missile could be capable of hitting Alaska.

NEWS ANALYSIS

### U.S. Has Few Good Options on Dealing With North Korea

By DAVID E. SANGER 11:24 AM ET

President Trump's warnings have bumped up against reality: U.S. policy has had little effect so far as Pyongyang built up its arsenal.

- **Trump Warns China U.S. May Act Alone on North Korea**



TOMMY BRONK for The New York Times

## The 'Rewilding' of a Century-Old Cranberry Bog

Scientists are turning a cranberry bog in Plymouth, Mass., back into coastal wetland. The effort is seen as a path for restoring habitat that can be a buffer to rising oceans.

By JESS BIDGOOD

### SMARTER LIVING



**What to Bring to a Summer Potluck Picnic**



**A New Treatment for Dogs Scared by Thunder and Fireworks**

### The Opinion Pages

ON CAMPUS

#### Going to Hooters and Seeing America

The restaurant exposed four Pakistani kids to the crass yet oddly family-friendly side of this country.



#### Putting Citizenship Back in Congress

By DAVID BORNSTEIN

Advocates for better government can be trained to approach lawmakers.



- **Editorial: Happy Fourth of July! Show Us Your Papers**
- **Brooks: What's the Matter With Republicans?**



#### A Little Piece of Hell

Fighting in Vietnam around July 4, 1967, showed Marines at their best, and politicians at their worst.

- **Declaration of Disruption**
- **New Yorkers Who Like Trump**
- **The Country I Love**
- **Thomas Jefferson's Bible Teaching**
- **Join us on Facebook »**

TIMES INSIDER »

**Fireworks Oreos? A Reporter Digests**

THE CROSSWORD »

**Play Today's Puzzle**



**4m** Prime Minister Justin Trudeau of Canada has a penchant for quirky socks. But his Irish counterpart, Leo Varadkar, upstaged him when the two met in Dublin to discuss trade.



**15m** For the parents of a British infant, whom a

# Tidmarsh Site





# Tidmarsh, November 1, 2018





Mayton, B., et al, 'The Networked Sensory Landscape: Capturing and Experiencing Ecological Change Across Scales,' to appear in *Presence*, MIT Press Journal, Special issue on Arts, Aesthetics, and Performance in VR and Telepresence, 2018



## Building the Networked Sensory Landscape





# How To Monitor the Restoration Process ?



Constant Environmental Monitoring

Wireless Sensor Network



Acoustic Scene Analyses

Microphones



Visual Rendering and Recognition

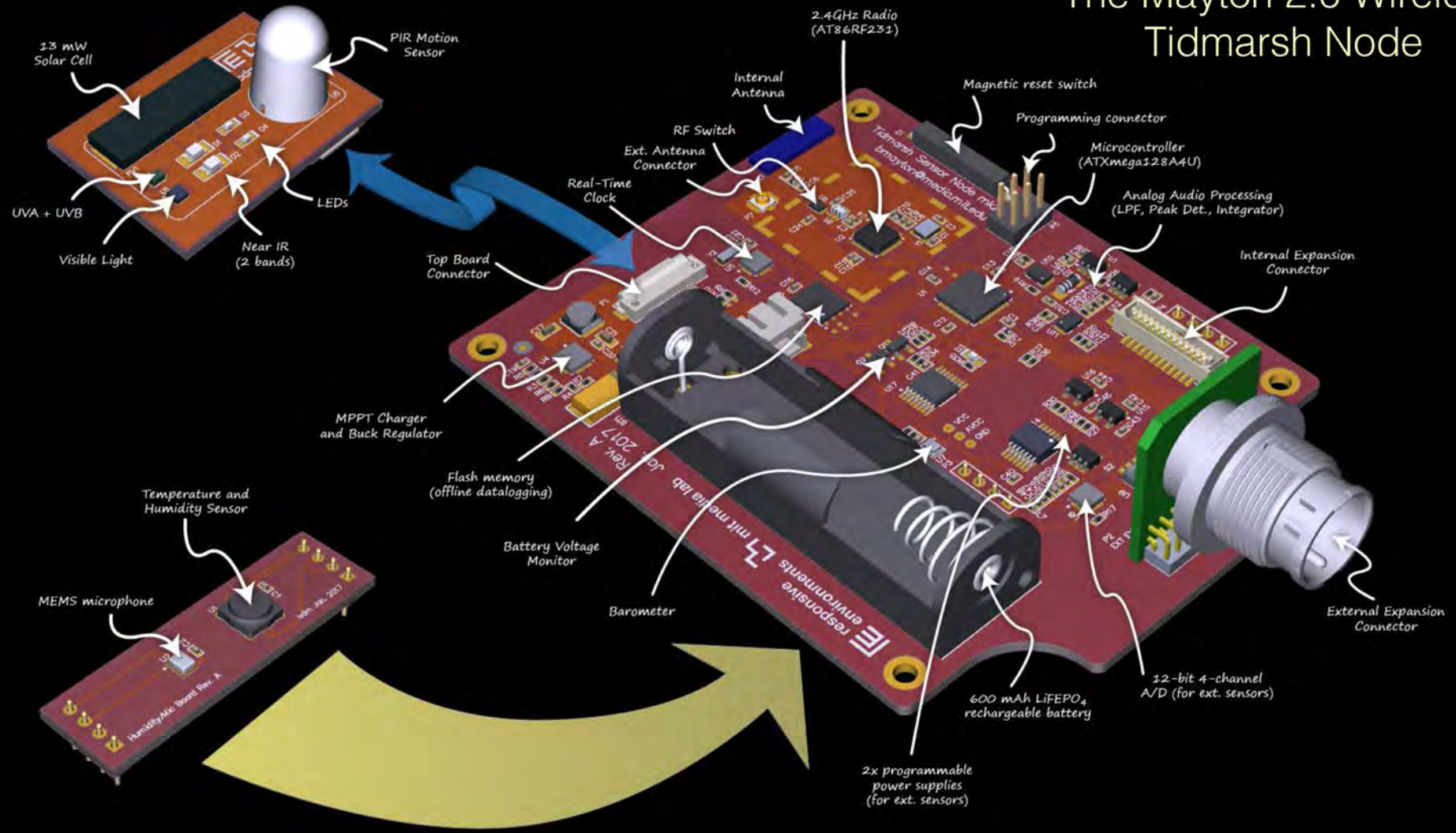
Cameras

# What about the network ?





# The Mayton 2.0 Wireless Tidmarsh Node



# Easily Expandable for Ubiquitous Wireless Sensing

*Can host a variety of sensors*

- Soil Moisture
- Soil Redox/Conductivity
- Soil Temperature
- Air/Water Quality
- Etc...

*Uses cheap, vintage Telco crimp connectors (waterproof!)*





# Brain Mayton's Self-Powered Environmental Sensor Node







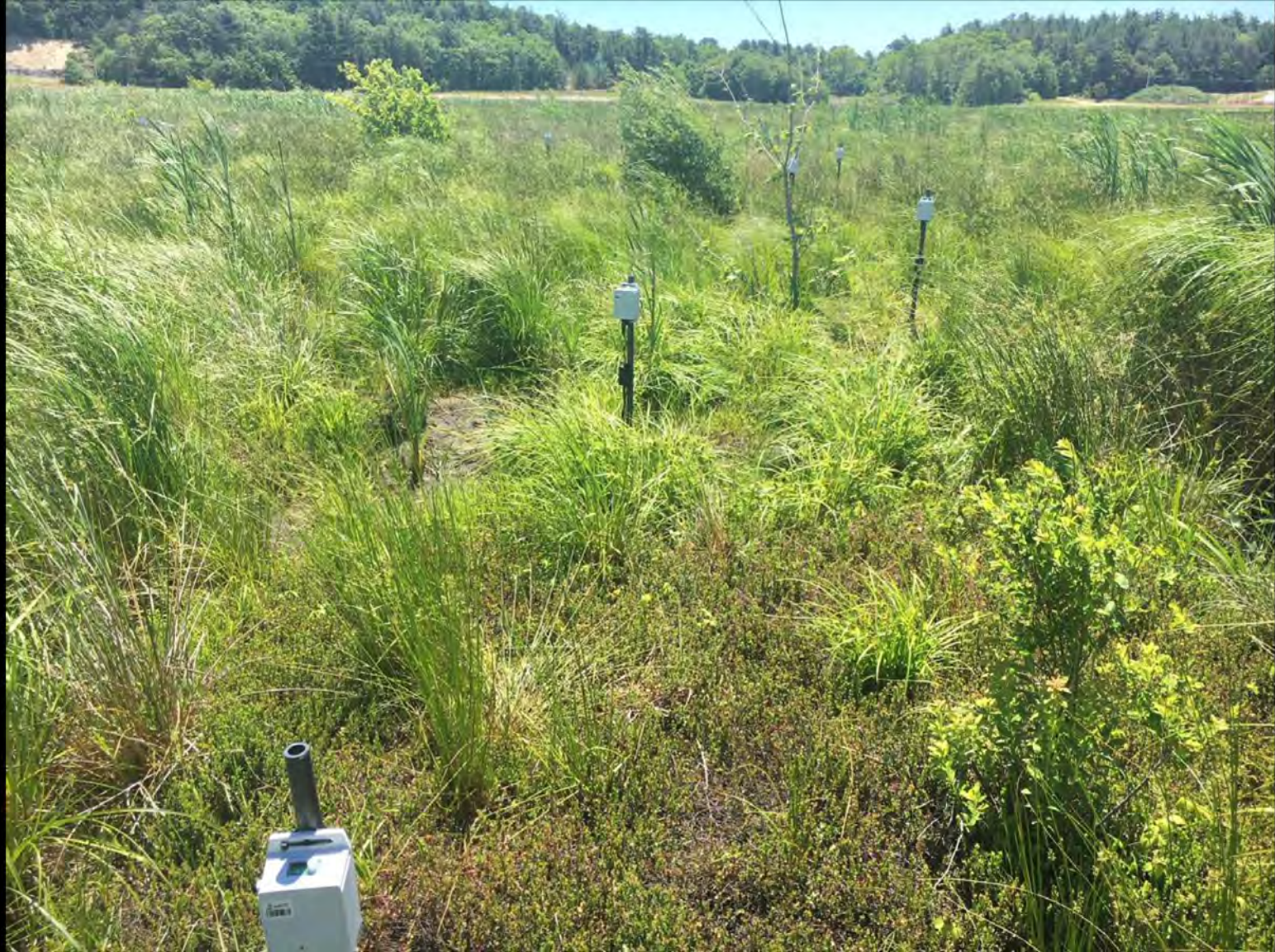
CUST. HYDRO-PACE  
REP. CAN.

MAS836 WOR













03/18/2018 10:26 AM



Video player controls including a play/pause button, zoom levels (300x, 1800x, 43200x, 86400x), navigation buttons (rewind, play, fast forward), a timestamp display (Mar 18, 2018 10:26 AM), a 'Show Overlay' checkbox, and settings icons (gear and full screen).



[Privacy policy](#)

# <http://Tidmarsh.media.mit.edu>



Tidmarsh Living Observatory

Overview

Projects

Live Data

Downloads

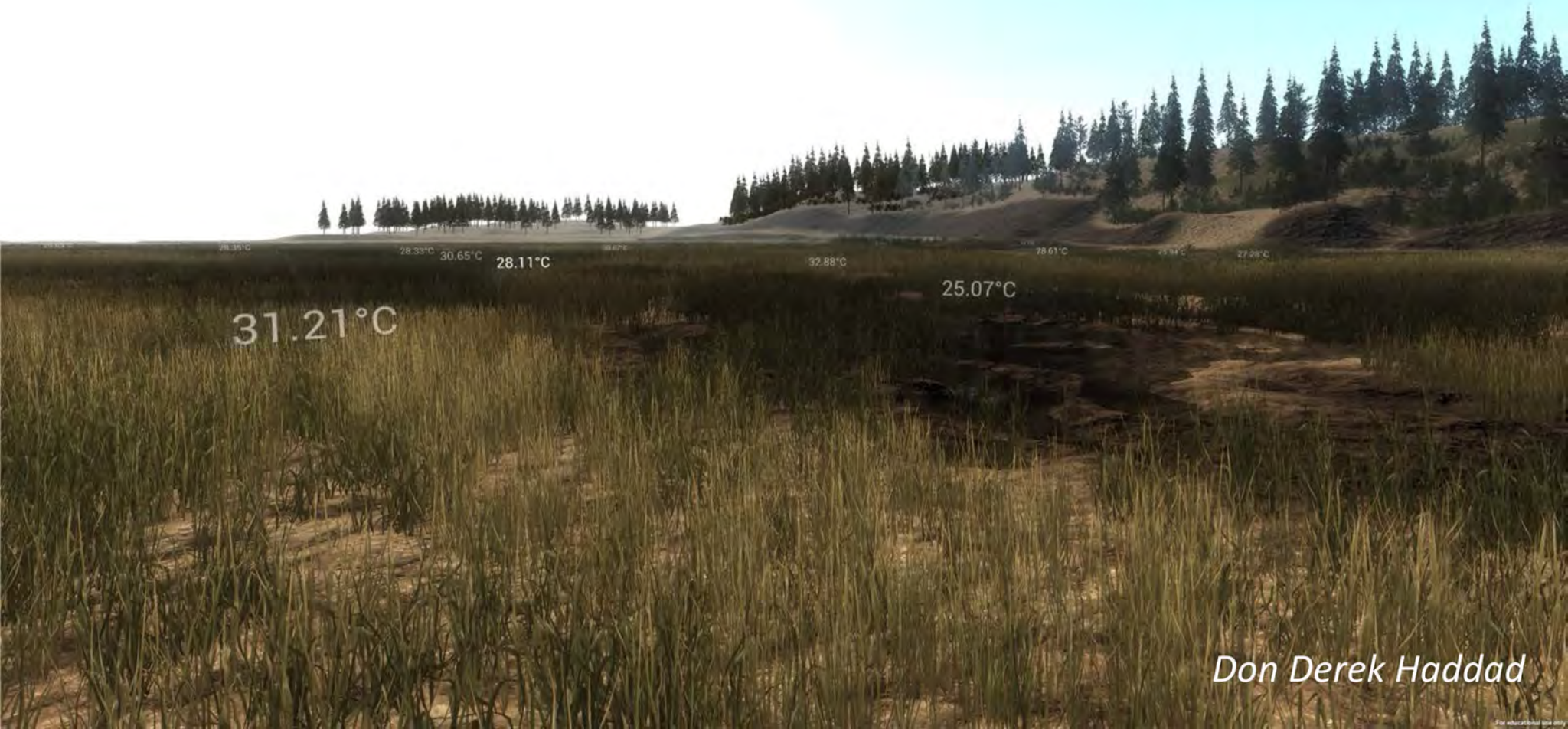


Tidmarsh is a 600-acre property near Plymouth, Massachusetts. After over a century as a large operational cranberry farm, Tidmarsh is now being restored to natural wetland. Researchers in the Media Lab's [Responsive Environments](#) group are developing sensor networks that document ecological processes and allow people to experience the data at different spatial and temporal scales. Small, distributed, low-power sensor devices capture climate, soil, water, and other environmental data, while others stream audio from high in the trees and underwater. Visit any time from dawn till dusk and again after midnight; if you're lucky you might just catch an April storm, a flock of birds, or an army of frogs.

Many [current projects](#) in the group are making use of the Tidmarsh site [and the data](#). The flagship project is a cross-reality sensor data browser constructed using the Unity game engine to experiment with presence and multimodal sensory experiences. We're looking for new ways to explore and experience data about the environment. Built on LIDAR-scanned terrain data, the virtual Tidmarsh experience integrates real-time data from the sensor networks with real-time audio streams and other media. The soundtrack is based on real-time sensor data—flashes and ukulele notes occur when new data comes from each sensor. The music is driven by the sensor readings: higher pitches indicate warmer temperatures, for example. You can visit Virtual Tidmarsh yourself on Mac, Windows, or Linux by grabbing the app from our [downloads page](#).



# Image-Guided Rendering – Populate Flora, Ground Cover Based On Camera Feeds



*Don Derek Haddad*



# DoppelMarsh 3

Don Derek Haddad, Gershon Dublon, Brian Mayton  
Spencer Russell, Evan Lynch, Joe Paradiso





# Animals Reflect Sensor History







# Ubiquitous Audio Capture

<http://tidmarsh.media.mit.edu/site.html#>



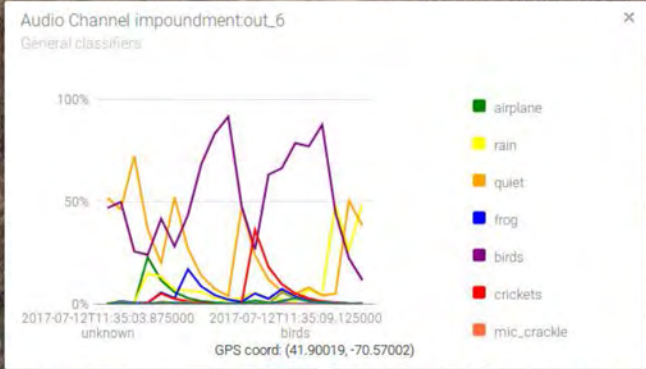
**25 Mics & hydrophones streaming now**







- Tidmarsh Map
- Statistics
- Database Player
- Live Detection
- Sample Extractor
- Database Editor
- Tensorboard
- Source Control
- Logs
- Classifiers

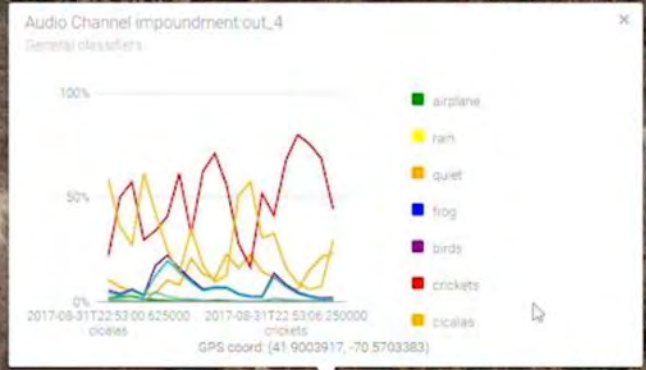


“Deep Learning Locally Trained Wildlife Sensing in Real Acoustic Wetland Environments,”  
In Proc. SIRS 2018 – Best Paper Award





*Ambient sounds:  
rain, wind, aircraft, etc*



*Insects and animals:  
frogs, crickets, cicadas, etc*

# Audio Classification Over a Spring Day

tidzam >

Download

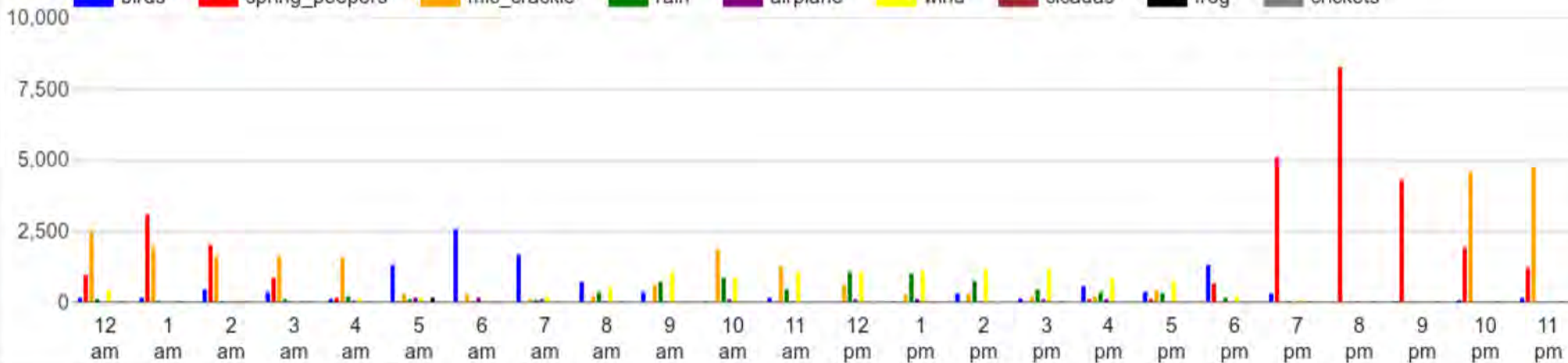
2018-04-18

Month

Year

## Sensors detections distribution

birds spring\_peepers mic\_crackle rain airplane wind cicadas frog crickets







# ResEnv Postdoc Clement Duhart & his Paris-Based Team



TidZam Video

:38

Medhi	SAM
Yliess	HATI
Gregor	JOUET
Khang	TRUONG



DoppleMarsh Visitor

Neal	LAUSSON
David	CHASSERAY
Julien	LABARRE
Khang	TRUONG



TidZam Apps

Youness	Jay Kafia
Sabri	Lachihab
Antoine	Demon-Chaîne
Georges	Cosson
Yassine	Rachedi





# HearThere v2

*Attention-Driven Sensory Prosthetic*

EEG/EMG

Eye tracker, Pupil  $\emptyset$

UWB/GPS Location

Touch + head tracker

Bone conduction headphone

Chest strap sensor  
(heart rate + respiration)





hear  there

## Sensory Superpowers Through Auditory Augmented Reality

Gershon Dublon, Spencer Russell, Brian Mayton

bone conduction  
head tracking, touch, eeg









# Summary

- Sensors are getting out there, piggybacking on commercial products
- Once affordances are shared across devices, we're living in an ecology of devices & applications
  - This will happen fast once common protocols appear
  - **Phase transition** into true Ubicomp/loT
- How will human presence generalize?
- How will we control access to our attention?
- Where does 'self' stop and 'other' begin?