

Beyond FORCES: The Emerging Data Market and Sharing Economy

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Outline

Emerging Data Market – User Models

Emerging Data Market – Closing the Loop

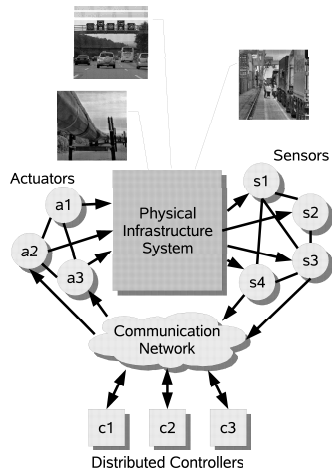
Emerging Data Market – Sharing Economy

Conclusions and Future Research

From Action Webs to Resilient CPS

Resilient/High Confidence Networked Control

- Fault-tolerant networked control
 - Limits on stability, safety, & optimality
 - Scalable model predictive control
- Security & Resilient Control
 - Availability, Integrity, & Confidentiality
 - Graceful degradation
- Economic Incentives
 - Incentive Design for investing in security
 - Interdependent Risk Assessment & Cyber Insurance



Societal Scale CPS

A complex collection of sensors, controllers, compute nodes, and actuators that work together to improve our daily lives

- **From very small:** Ubiquitous, Pervasive, Disappearing, Perceptive, Ambient
- **To very large:** Always Connectable, Reliable, Scalable, Adaptive, Flexible

Emerging Service Models

- Building energy management
- Automotive safety and control
- Management of metropolitan traffic flows
- Distributed health monitoring
- Smart Grid

Outline

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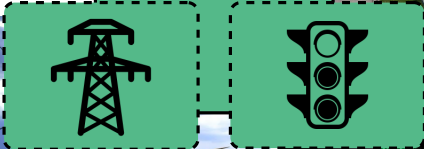
Emerging Data Market – Sharing Economy

Conclusions and Future Research

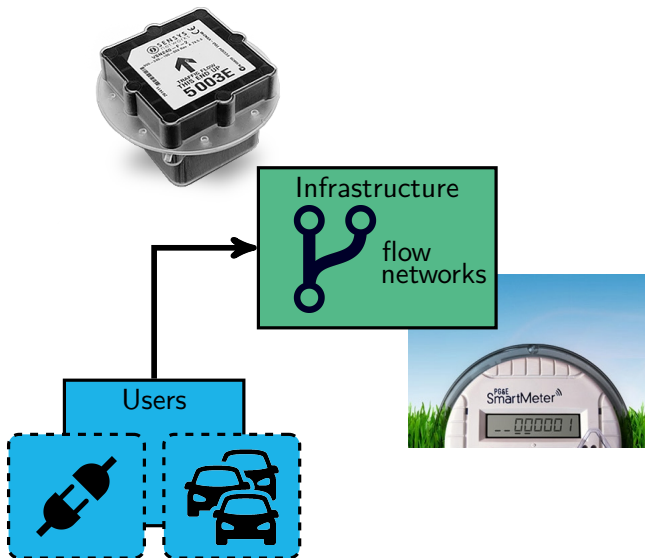
Smart, Connected Infrastructure



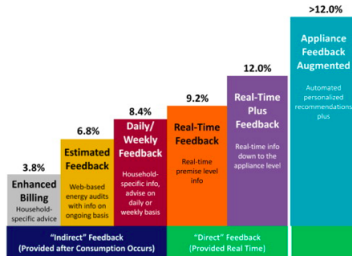
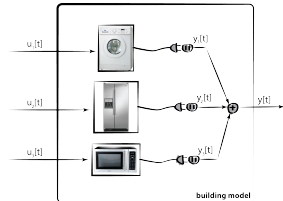
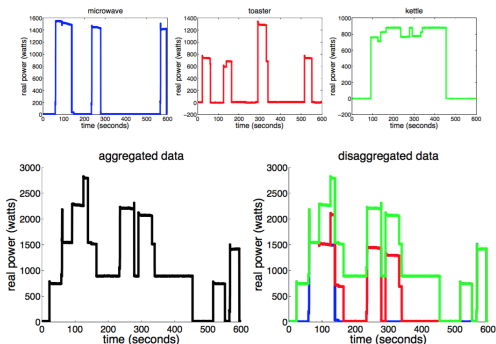
Infrastructure



Operational Efficiency Informed by Usage Patterns



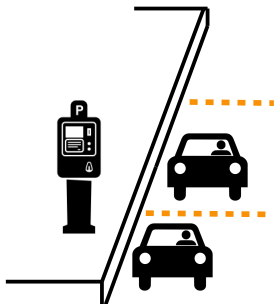
Data Disaggregation



(a) improved load forecasting; (b) improved economic models

Modeling Urban Mobility Using Data

Data: parking transactions, meter locations, land use, economic indicators, etc.



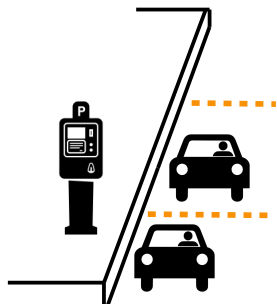
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Features: arrival rates, geo-location, histogram of parking durations

Machine Learning: weighted clustering

Learning



Modeling Urban Mobility Using Data

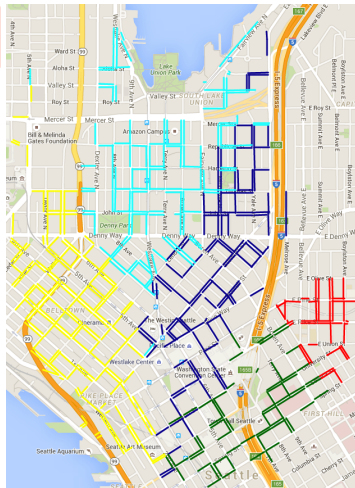
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Machine Learning: weighted clustering

Learn natural neighborhoods
for more effective pricing

Downtown Seattle, 2013



Modeling Urban Mobility Using Data

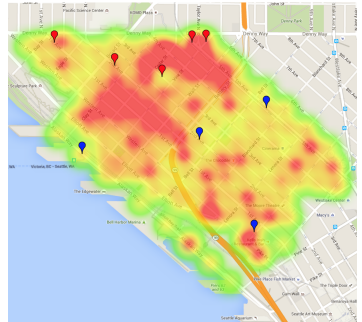
Data: parking transactions, meter locations, land use, economic indicators, etc.

Features: blockface utilization

Machine Learning: Hodge decomposition ranking

Learn source and sink blockfaces to determine locations for validation studies

Belltown, 2015



Outline

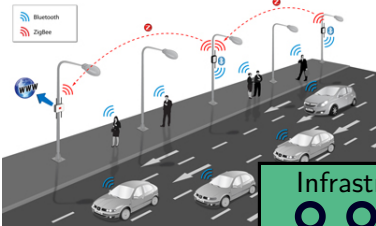
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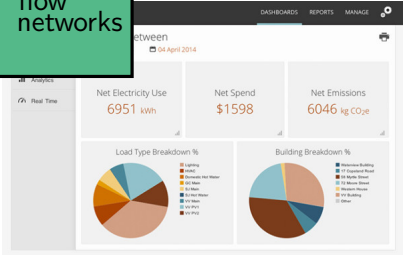
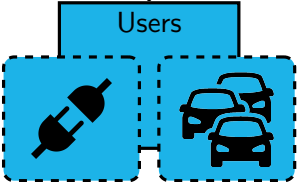
Conclusions and Future Research

Closing the Loop — Integrating the User

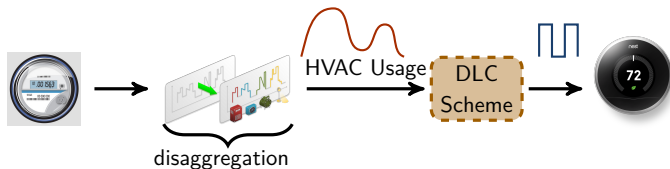


Infrastructure
flow
networks

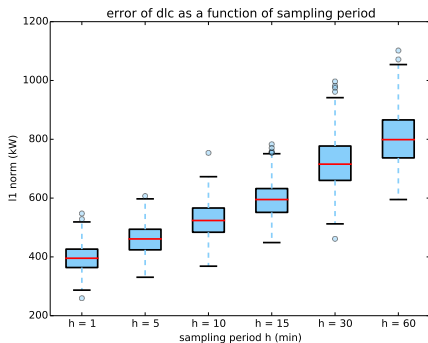
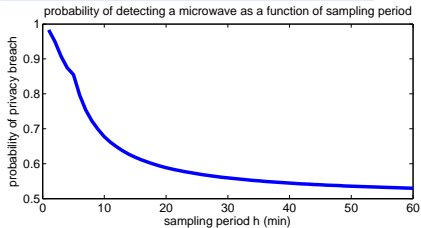
The logo consists of a stylized blue symbol resembling a circuit board trace or a network node, with three circular endpoints. The text "Infrastructure flow networks" is positioned to the right of the symbol.



Quantifying the Efficiency-Privacy Tradeoff

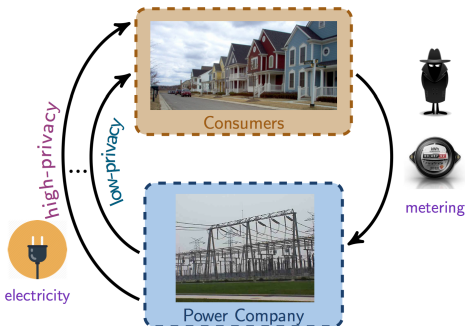


Efficiency-Privacy Tradeoff:
DLC performance degrades as privacy-preserving metering is increased.



How do people value their data? — Privacy as Good

Contribution: Designed service contracts differentiated by value of data to balance efficiency-vulnerability tradeoff



Results:

- Characterized contracts with privacy loss risk modeled using privacy metric and abstraction of loss.
- High-type free-rides \Rightarrow regulation to realize the social optimum.
- Privacy loss risk \Rightarrow incentive for investing in insurance.
- Designed insurance contracts for risk-averse utility company/consumer.

Impact:

- Privacy loss risk motivates study of **security-insurance** investment.
- User valuations of data need to be factored in to improve efficiency.

Queuing Game Framework for Urban Parking



Data: parking transactions, meter locations, land use, economic indicators, etc.

Features: arrival rates, geo-location, histogram of parking durations

Machine Learning: weighted clustering

System of Queues: M/G/n queue model for each cluster

Game Theory: supermarket game

} Learning

} Framework to Design Feedback

Supermarket Game & the Value of Information



Value of Information: expected reduction in expected waiting time due to a gain in information

\$ for Info: mean service time, arrival rate, expected occupancy, price, etc.



balk



off street parking



queue 1



queue 2

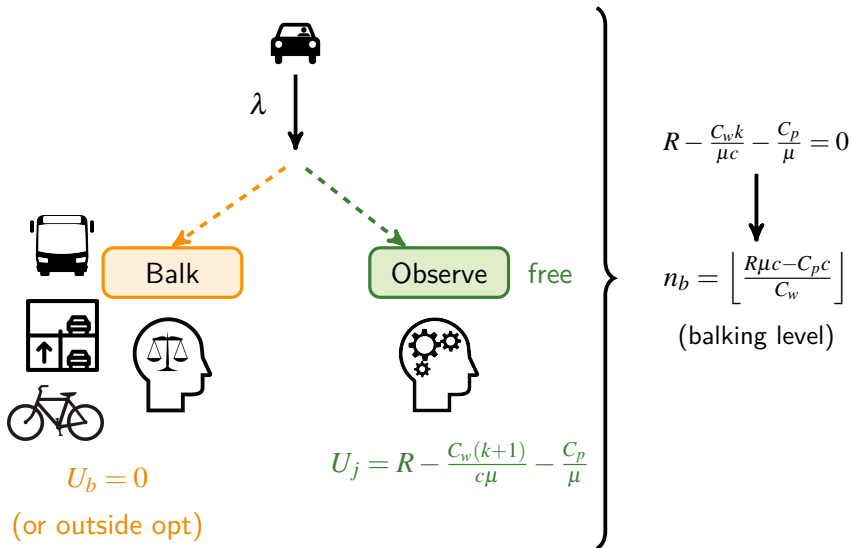
...



queue n

Neighborhoods

To Join or Not to Join



Social Welfare the Effects of Balking & Price

$$U_{sw}(n) = \lambda \sum_{k=0}^{n-1} p_k(n) \left(R - \frac{C_w(k+1)}{\mu c} - \frac{C_p}{\mu} \right)$$

Thm: There exists n_{so} maximizing $U_{sw}(n)$ and $n_{so} \leq n_b$ so that $U_{sw}(n_b) \leq U_{sw}(n_{so})$.

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Design price: $\hat{C}_p = C_p + \Delta C_p$

Prop: The pricing \hat{C}_p that achieves the socially optimal balking level n_{so} is determined by $\alpha_{n_{so}} \leq \frac{\hat{C}_p}{\mu} \leq \alpha_{n_{so}-1}$ where $\alpha_k = R - \frac{C_w(k+1)}{\mu c}$.

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congested limited balking: e.g. $n_{cl} = 20\%$ total volume

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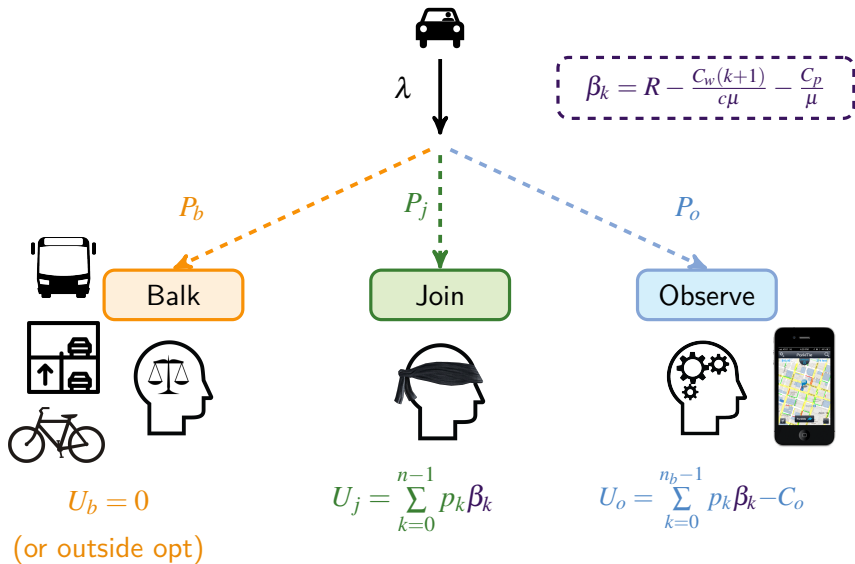
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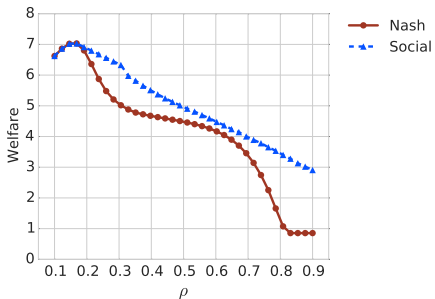
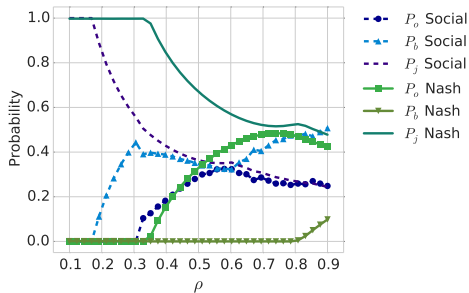
Prop: If $n_{cl} \leq n_b$ (user selected), then $U_{sw}(n_b) \leq U_{sw}(n_{cl})$.

Prop: If $n_{cl} \leq n_{so}$, then $U_{sw}(n_{cl}) = U_{sw}(n_{so})$.

To Observe or Not to Observe



On-Street vs. Off-Street Parking Example



$$c = 30, \mu = \frac{1}{120} \quad (\text{service rate})$$

$$\lambda \in [0.025, 0.225] \quad (\text{arrival rate})$$

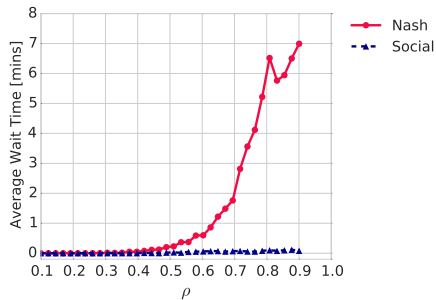
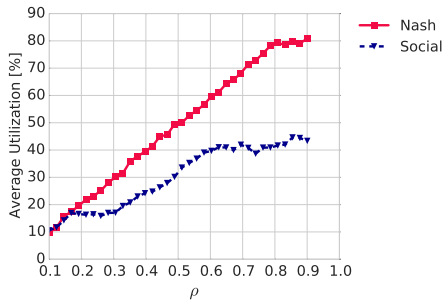
$$\rho = \frac{\lambda}{c\mu} \quad (\text{traffic intensity})$$

As $\rho \rightarrow 1$, it seems
 $|P_j - P_o| \rightarrow \varepsilon$

$P_b^* = 0$ for $\rho \in [0, 0.8]$
 while $P_b^{so} > 0$ for $\rho > 0.15$

Nash: less people use
 off-street parking \Rightarrow
 spend more time **circling**

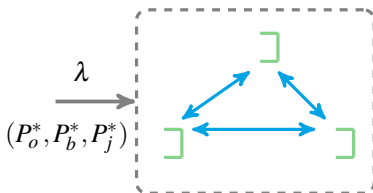
Congestion vs. Occupancy



drivers arrive, if block is full
they choose a new block
uniformly at random and there
is a travel time along links

$$C_p = \$0.05/\text{min}, C_o = \$3.85$$

$$C_w = \$1.5/\text{min}, C_{off} = \$0.9/\text{min}$$



Outline

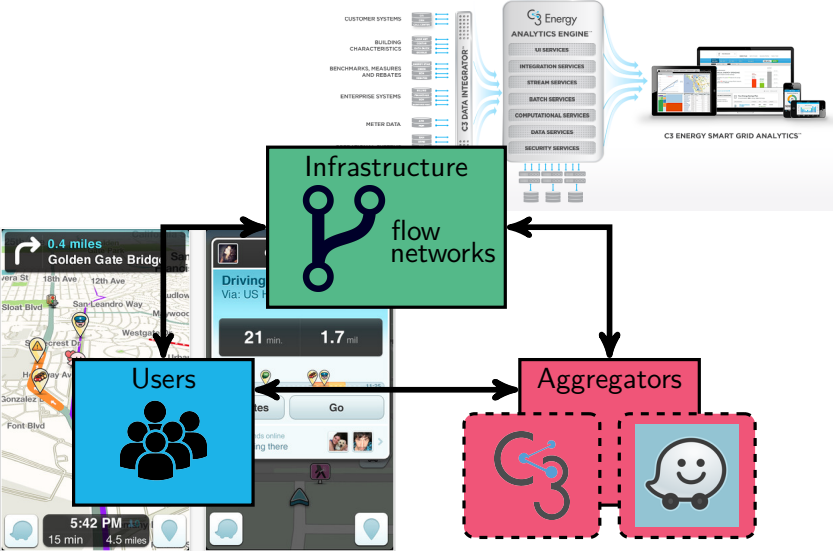
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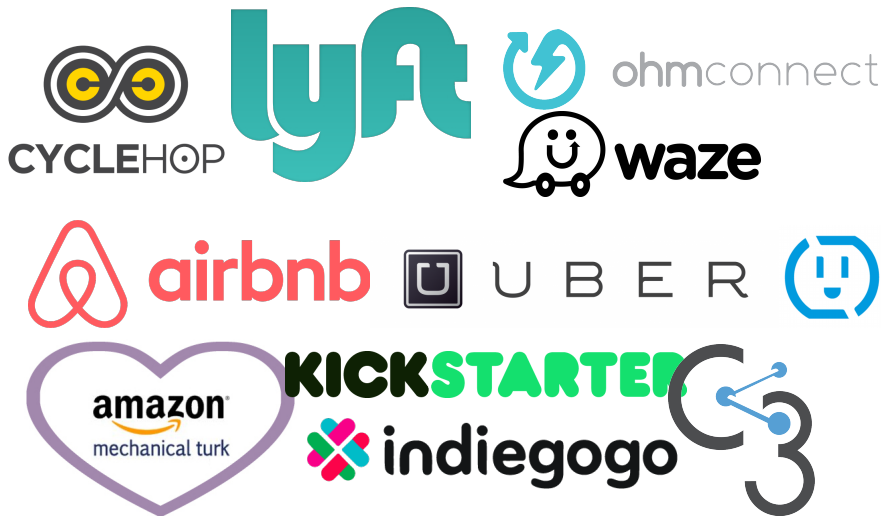
Conclusions and Future Research

Data as a Commodity

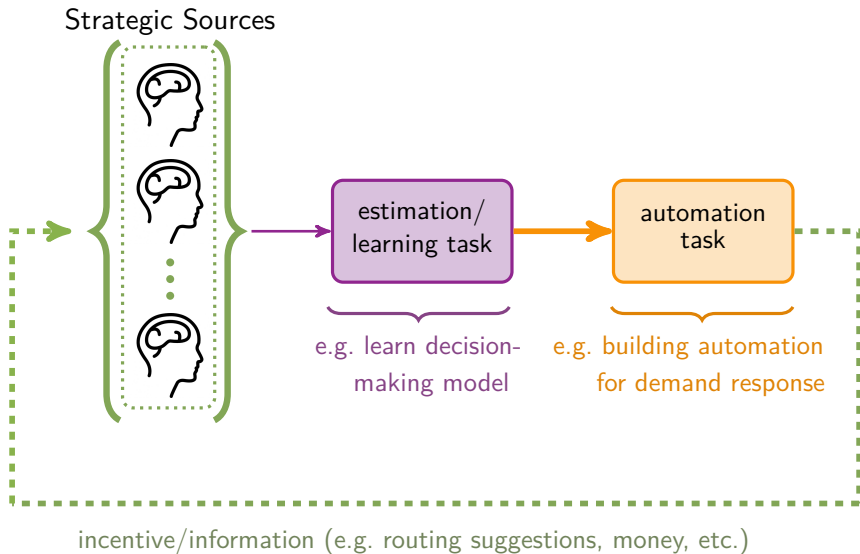


Shared Economy & Platform Markets

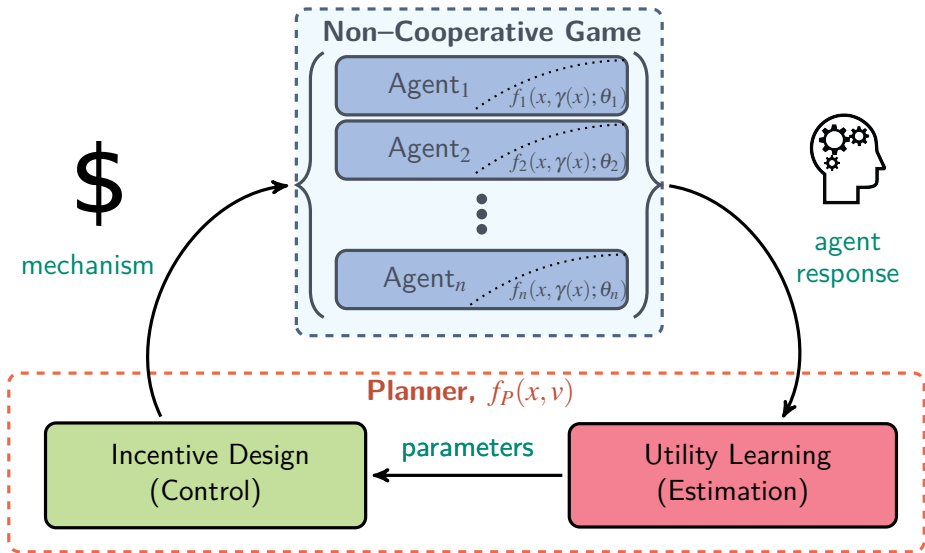
A smart infrastructure empowered by the Internet of Things (IoT) has at its core an ecosystem consisting of a *shared economy*.



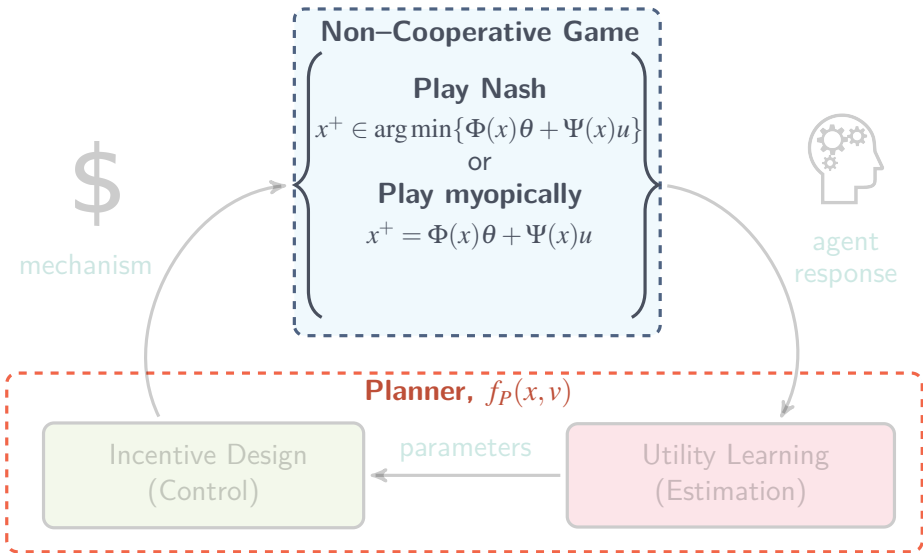
Learning & Optimization with Strategic Sources



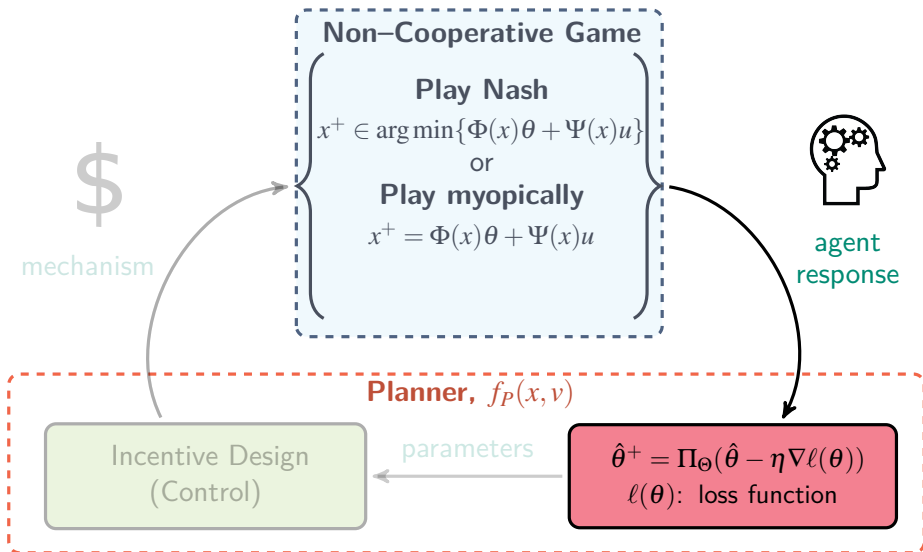
Abstraction of the Adaptive Incentive Design Problem



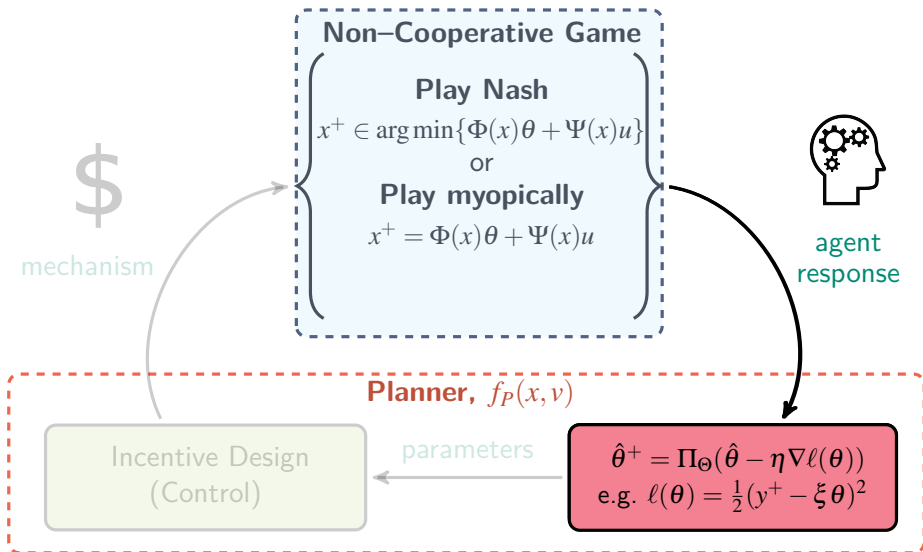
Closing-the-Loop via Adaptive Incentive Design



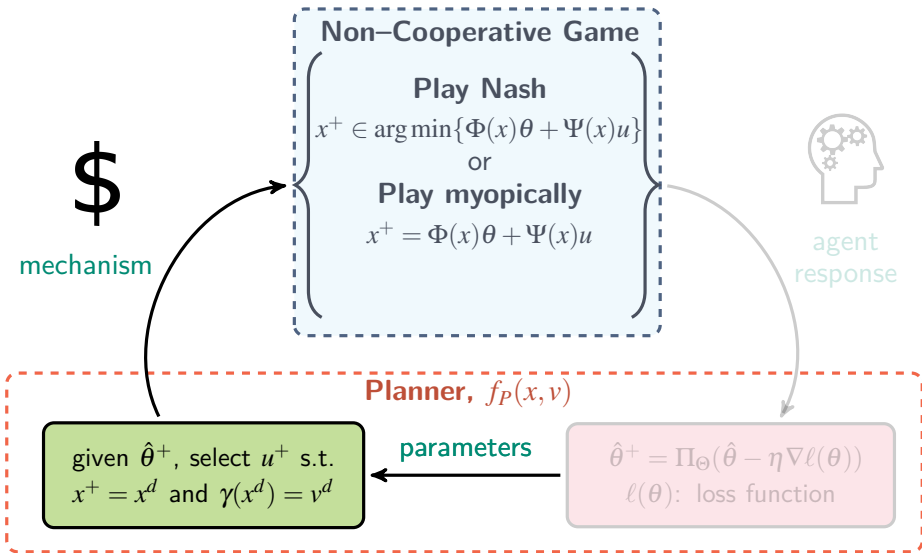
Closing-the-Loop via Adaptive Incentive Design



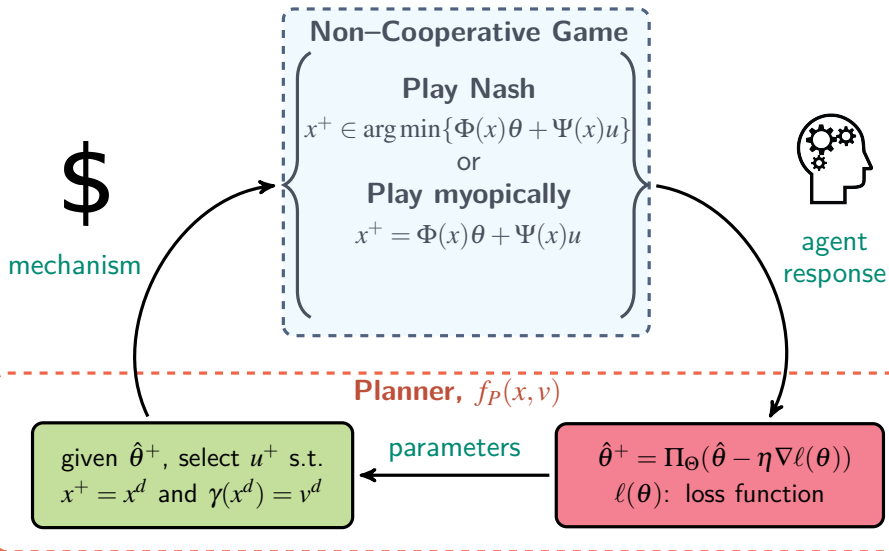
Closing-the-Loop via Adaptive Incentive Design



Closing-the-Loop via Adaptive Incentive Design



Closing-the-Loop via Adaptive Incentive Design



Convergence Results — Adaptive Control/Online Learning

A1: For all agent preferences θ , there exists incentive parameters s.t. the agents play the desired strategy.

Thm: Suppose that the algorithm is *persistently exciting* and *stable* ($c_2 I \leq \xi^T \xi \leq c_1 I$), then $\hat{\theta} \rightarrow \theta$.

} parameter
convergence

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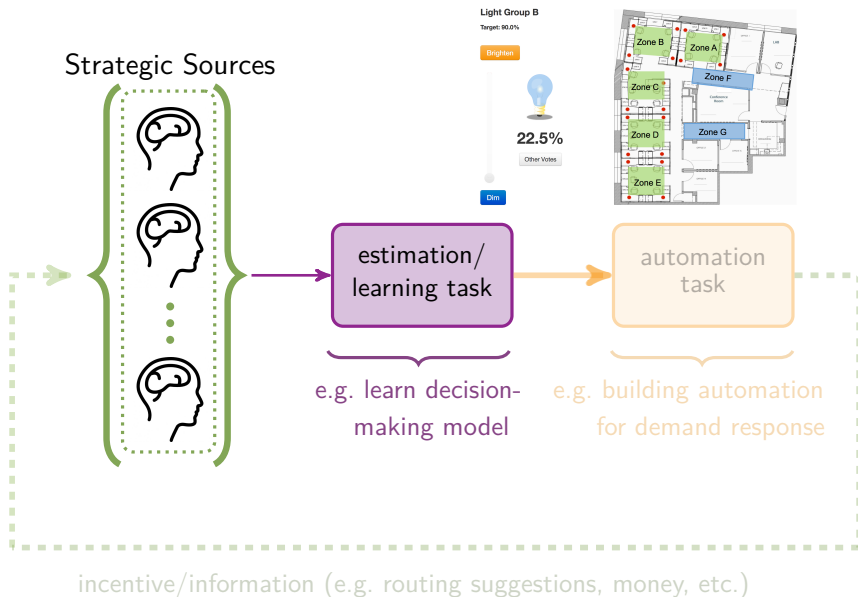
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Noise: Under classical assumptions, convergence with noise!

Social Game — Robust Utility Learning



Robust Utility Learning: Bootstrapping, Boosting, Bagging

1. Use equilibrium conditions for differential Nash equilibria, to construct a Constrained Generalized Least Squares problem in agent parameters.

$$Y = X\theta + \varepsilon$$

$$\text{cov}(\varepsilon|X) = G \succ 0$$

$$G^{-1/2}Y = G^{-1/2}X\theta + G^{-1/2}\varepsilon$$

G is unknown.

We impose structure;
let's us learn coalitions!

$$\theta_{GLS}, \hat{G}$$

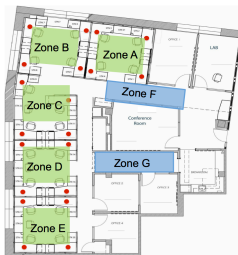
2. *Wild bootstrapping* and bagging:
we have little data and we expect bias.

Generate N pseudo-datasets;
fit N *weak* FGLS estimators

$$\tilde{Y} = X\theta_{GLS} + \hat{G}^{1/2}\varepsilon$$

$$\theta_{\text{Bagged}} = \frac{1}{N} \sum_{k=1}^N \theta_{FGLS}^k$$

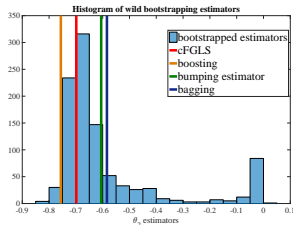
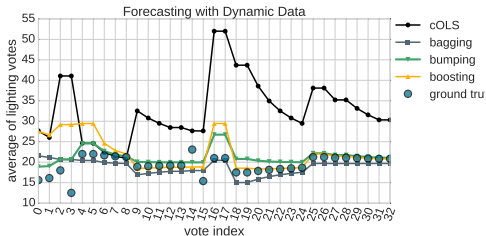
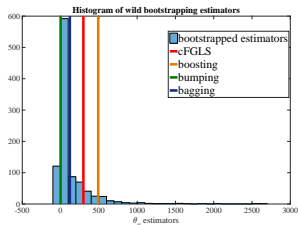
Robust Utility Learning — Results



Light Group B

Target: 90.0%

Brighter



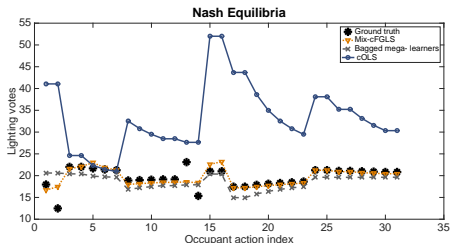
Mixture of Utilities — Myopic Decision-Making

$$f(x) = \phi(x) + \sum_{j=1}^M \pi_j(x, \xi_j) \psi(x) = \phi(x) + \sum_{j=1}^M \frac{\exp(-\xi_j^\top x)}{\sum_{k=1}^M \exp(-\xi_k^\top x)} \theta_j \psi(x)$$



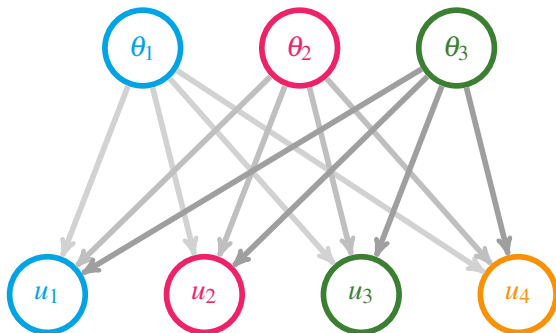
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$$\psi(x) = \sum_{\ell=1}^N \frac{\exp(u_\ell(x))}{\sum_{k=1}^N \exp(u_k(x))}$$

Luce-Shepard

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Conclusions and Future Research

Open Data Initiatives and Data Sharing Mechanisms

Many cities are adopting open data policies in which all data collected by municipal service providers is made available.

At the same time, third-party companies are emerging on the scene to provide services to cities (e.g. platform-as-a-service). In addition, companies often want to share data with researchers.

Can we generate mechanisms that deconflict open data policies with intellectual property protection?

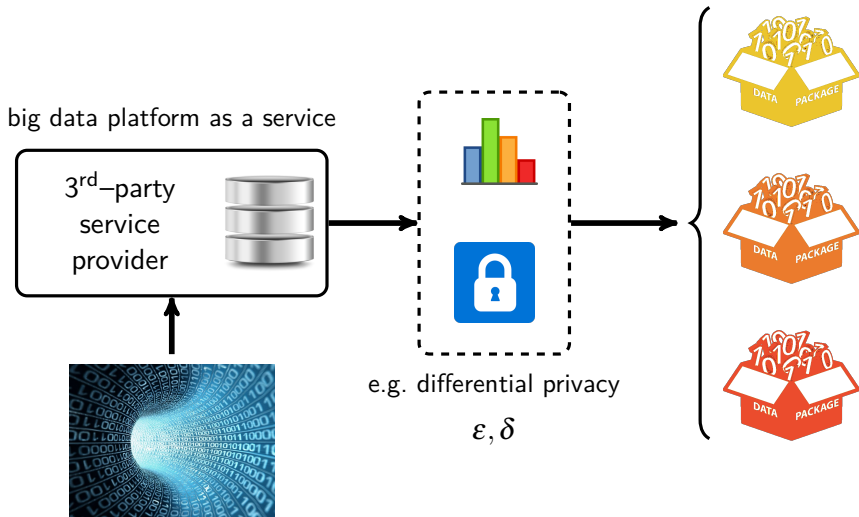


Swiftly

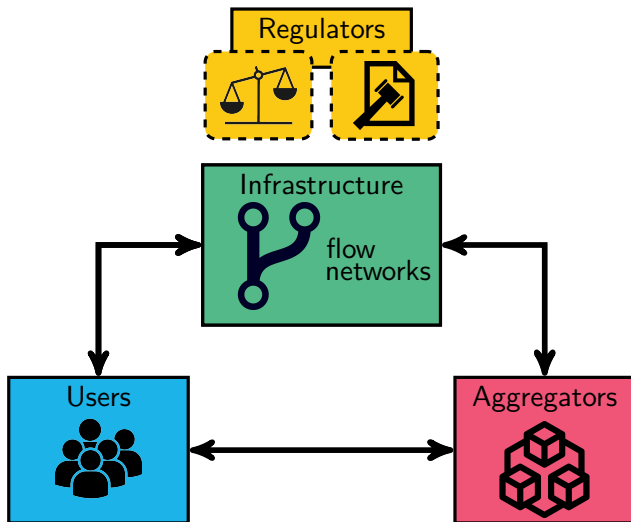


Seattle Department of Transportation

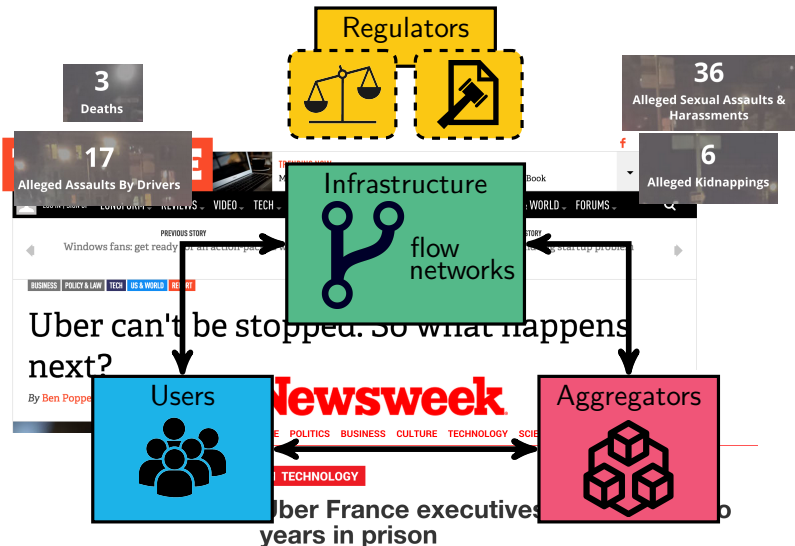
Privacy Guarantees for Data Exchange at Scale



Old School Regulation

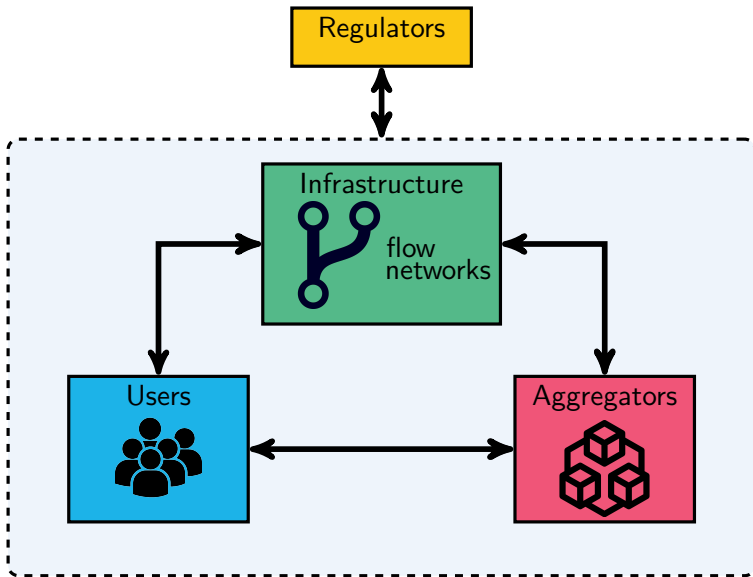


Breakin' the Law, Breakin' the Law,...



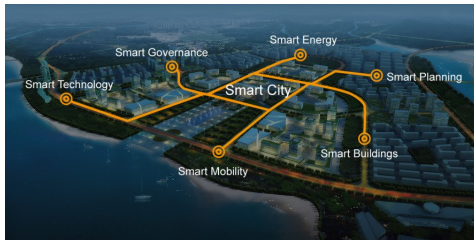
UBER ENCOURAGES DRIVERS TO OPERATE ILLEGALLY AND PAYS THEIR FINES

Technologically-Aware Regulation and Policies



Infrastructure Evolution

The shared economy will require service providers to evolve in order to provide **improved services** that are **competitive in the new marketplace**



- Companies emerging that capitalizing on streaming data.
- Forcing existing infrastructure systems to modify their operational model in order to survive.

Not Just Existing Infrastructure: New infrastructure systems are emerging! (e.g. UAVs+UTM monitoring health of road, water, power networks)

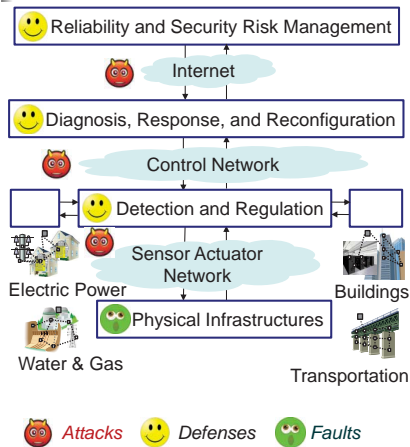
Towards a Theory of RC + EI

Issues Addressed

- Incentive Design
- Disaggregation and Fundamental Privacy Bounds
- Privacy Aware Contract Design: Free Riding and Adverse Selection
- Value of Information in Urban Mobility
- Adaptive Incentive Mechanisms

Next Steps

- Modeling New Market Mechanisms
- Integrating DM models into RC
- Incentivize investments in security, privacy



Thank you for your attention. Questions?

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