# Integration of Social Behavioral Modeling for Smart Environments To Improve Energy **Efficiency of Smart Cities**

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# Main Goals

- Understand, model, and predict the social and behavioral aspects involved in the human interaction with residential smart environments.
- Design comprehensive framework for energy management which specifically addresses psychological dimensions of user behavior.

## **Primary Tasks**

- 1. Understand human interactions with smart appliances.
- 2. Define social behavioral models.
- 3. Exploit machine learning to refine such models from user behavior.
- 4. Social-behavior-aware optimization of energy consumption.
- 5. Psychological and behavioral factors of efficacy and user engagement.

# **Survey Results**

- Analysis of Variance (ANOVA) using weighted means Overall well being showed significant difference in perceived utility for many appliances and between the energy contexts.
- Subset of appliances remained high regardless of contexts (see Table 1).
- Calculated relative utility value for each appliance to quantify user perceptions across multiple dimensions of well-being.

# **Energy optimization**

We consider an energy constrained scenario, where for example the user wants to reduce its energy bill or he is running on limited energy resources. We formulate the problem of finding the best appliances that set OŤ maximize the user well being given an energy budget.

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$$\begin{split} \max_{x_i} \max_{x_i} \sum_{i=1}^{n} \left( \alpha u_i z_i^f + (1-\alpha) u_i z_i^p \right) \\ \text{subject to } :z_i^f &\leq x_i, \\ z_i^f &\leq \begin{cases} \sum_{j=1}^n \frac{x_j y_{ij}^f}{Y_i^f} & \text{if } Y_i; \\ 1 & \text{other} \end{cases} \\ z_i^p &\leq x_i, z_i^p &\leq z_i^f \\ z_i^p &\leq \begin{cases} \sum_{j=1}^n \frac{z_j^f y_{ij}^p}{Y_i^p} & \text{if } Y_i^p \\ 1 & \text{other} \end{cases} \\ \sum_{i=1}^n x_i e_i &\leq B \end{cases}, \\ x_i &\in \{0,1\}, z_i^f \in \{0,1\}, z_i^p \end{cases} \end{split}$$

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Figure I. Research facilities at Missouri S&T Solar & Eco Village which host seven competition entries of the US DoE Solar Decathlon for research and residence.

)			ANOVA		
	Appliance	Rank	F df (4,1452)	р	Effect size $(\eta_p^2)$
I	Computer	1	3.003	.018	.008
	Phone/Cell	2	3.778	.005	.010
:	Television	3	5.390	.000	.015
	Refrigerator	4	4.230	.002	.012
	Air Conditioner	5	2.646	.032	.007

Table I. Highest ranked appliances across all five energy conditions in terms of importance to overall well being.

 $f_{i}^{f} > 0,$ wise,

 $f_{i}^{p} > 0,$ rwise,

 $\in [0,1]$ 

### Since the problem is NP-Hard, we propose a heuristics called Acyclic Algorithms.

Algorithm idea:

- 1. Find Strongly Connected Components (SCCs) in dependency graph.
- Generate Condensation graph by assigning each SCC to a super appliance<sup>\*</sup>
- 3. Greedily select super-appliances with zero in-degree
- Remove selected super-appliance and repeat step 3 until budget allows We compare our algorithms with the optimal solution (OPT) under two synthetic dependency graphs.

### lgorithm: Acyclic Approach **uput:** Dependency graph, Sets of appliance utility and power umption, respectively $u_i$ and $e_i$ for each $a_i \in A$ , budge **Output:** Set of selected appliances $S_A$ 1 Find Super nodes, $s_i$ , by generating reduced dependency graph 3 R = A'4 while $R \neq \emptyset$ ; do $s_i^* = \operatorname*{argmax}_{s_i \in A' \setminus S_A} \frac{U_{SB} \left( S_A \cup \{s_i\} \cup D_f(s_i) \right)}{C \left( \{s_i\} \cup D_f(s_i) \right)};$ if $C\left(S_A \cup \{s_i^*\} \cup D_f(s_i^*)\right) \leq B$ then $S_A = S_A \cup \{s_i^*\} \cup D_f(s_i^*);$ $R = R \setminus \left\{ \{s_i^*\} \cup D_f(s_i^*) \right\}$ $| R = R \setminus \{s_i^*\};$ 11 Return $S_A$

# **Psychological Model of Smart Appliance Utility**

At the basis of our social-behavioral aware energy optimization framework, we define a psychological model of smart appliance utility that considers five dimensions of user well-being:

- Physical well-being
- Psychological well-being
- Economic well-being

# Method

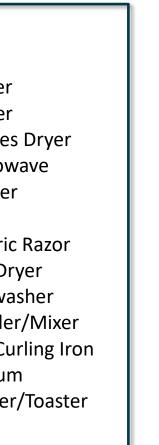
- Online experiment, 1500 subjects.

* Complete appliance list						
1	Computer	15	Heater			
2	Phone/Cell Phone	16	Printer			
3	Television	17	Clothe			
4	Refrigerator	18	Microv			
5	Air Conditioner	19	Freeze			
6	Lights	20	Fan			
7	Treadmill	21	Electric			
8	Water Heater	22	Hair Dr			
9	<b>Clothes Washer</b>	23	Dishwa			
10	Oven/Stove	24	Blende			
11	Radio/Stereo	25	Flat/Cu			
12	Clock/Alarm	26	Vacuur			
13	Coffee Machine	27	Toaste			
14	Gaming System		Over			

- Moral well-being
- Social well-being

Randomly assigned to 1 of 5 energy conditions and asked to rank the importance of 27 appliances in contributing to each aspect of well being.

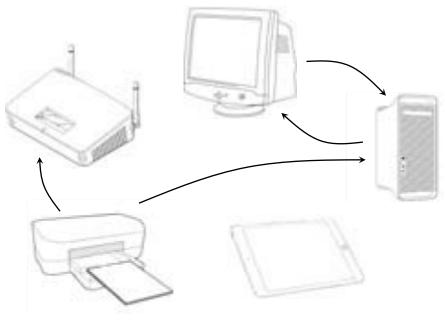
Ranked importance of 5 aspect of well being to Overall well being to allow for weighting of ranked responses and to calculate overall utility value for each appliance.



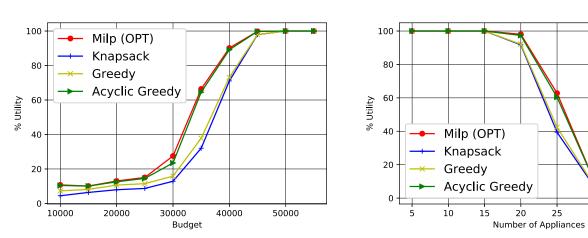
# **Social-behavioral aware energy optimization**

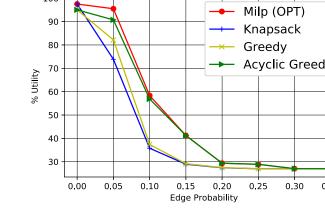
The contribution of an appliance to the psychological wellbeing of a user may not be fully independent from other appliances. Specifically, we identify dependency which is modeled using directed graphs.

Figure II. Example of dependency graph in an home office setting



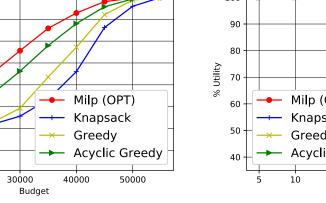
# **Results for Erdős–Rényi model**

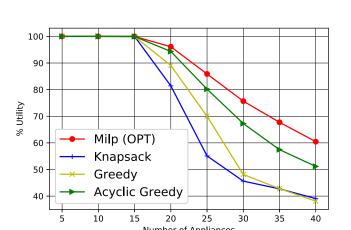


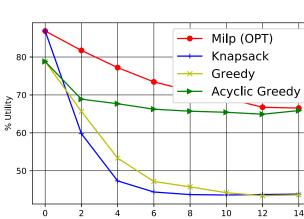


# **Results for Barabasi-Albert model**









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