Ciência da Computação para

Cidades Inteligentes Sustentáveis



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interscity.org



We live in cities

• old methodology: ~55% of the people (UN)

- newer methodologies: >80% (European Commission)
 - Satellite images
 - Image Processing / Machine Learning
 - Population databases

Urban public policies

- Most of the times:
 - Designed with no scientific basis at all

- A few times:
 - Based on methods and technologies from the XX century

Evidence-based public policies

- 1. Create and collect rigorous scientific evidence of what works, including costs and benefits
- 2. Monitor the execution of programs and measure the impact
- 3. Use scientific evidences to improve the programs, increase their scale and cancel the programs that don't work.
- 4. Promote innovation and test new approaches.

INCT InterSCity Collaborations

- · 35 Computer Science professors +
 - Architects, Urban Planners, Economists, Health Professionals, Transportation Engineers, Musician
- City governments (unfortunately, very weak collaboration)

InterSCity lab in Brazil

~60 people working:

- USP, PUC-Rio, Scipopulis, UFABC, UFG, UFMA, UFMS, UFRJ, Unicamp, FGV, Unifesp
- FAPESP / CNPq / CAPES (2017 to 2023)
- InterSCity.org
- Open Source software
- Open Datasets

Our view

Smart City =

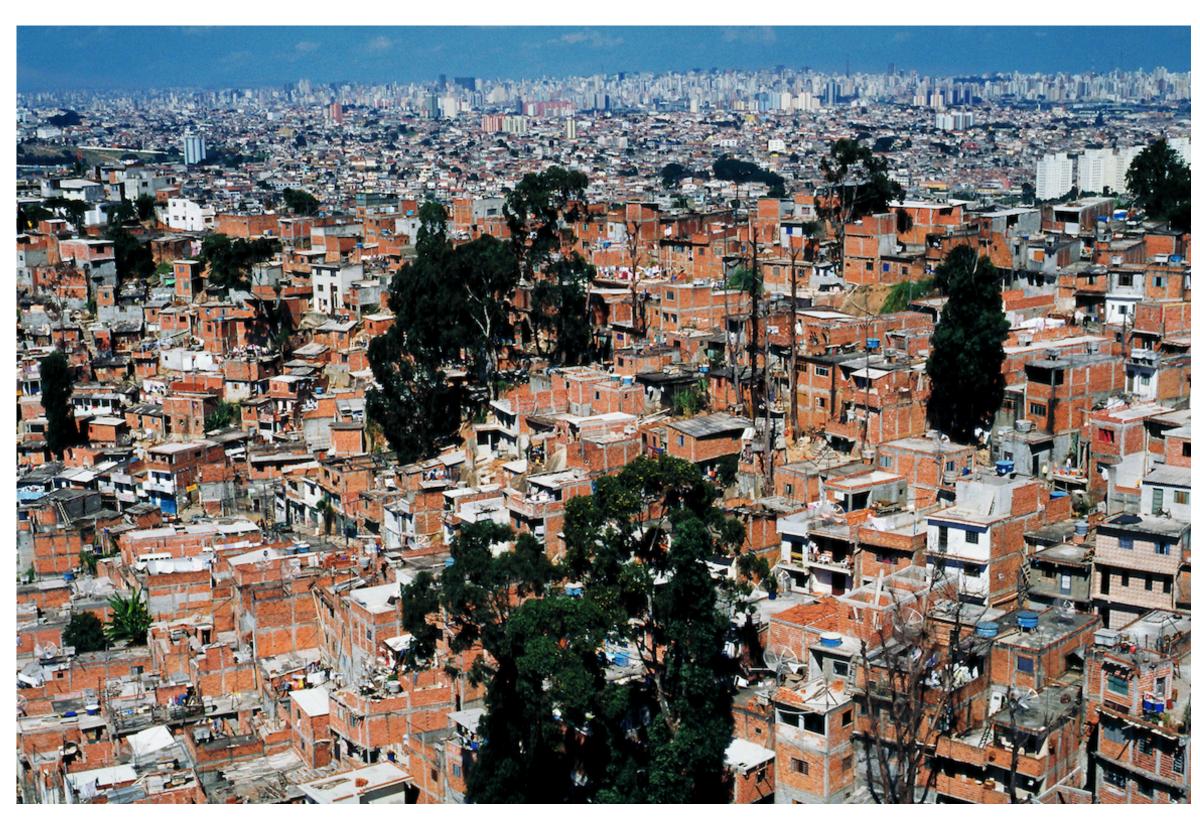
"a city in which its social, business, and technological aspects are supported by ICT to improve the quality of life of its citizens in an integrated, affordable, and sustainable way."

we're interested in developing a **Software platform for Smart Cities**

Our view on Smart Cities

Although we don't ignore high-tech solutions for the elite, we prefer to focus on:

- people (technology is a means not an end)
- low-income populations
- developing countries

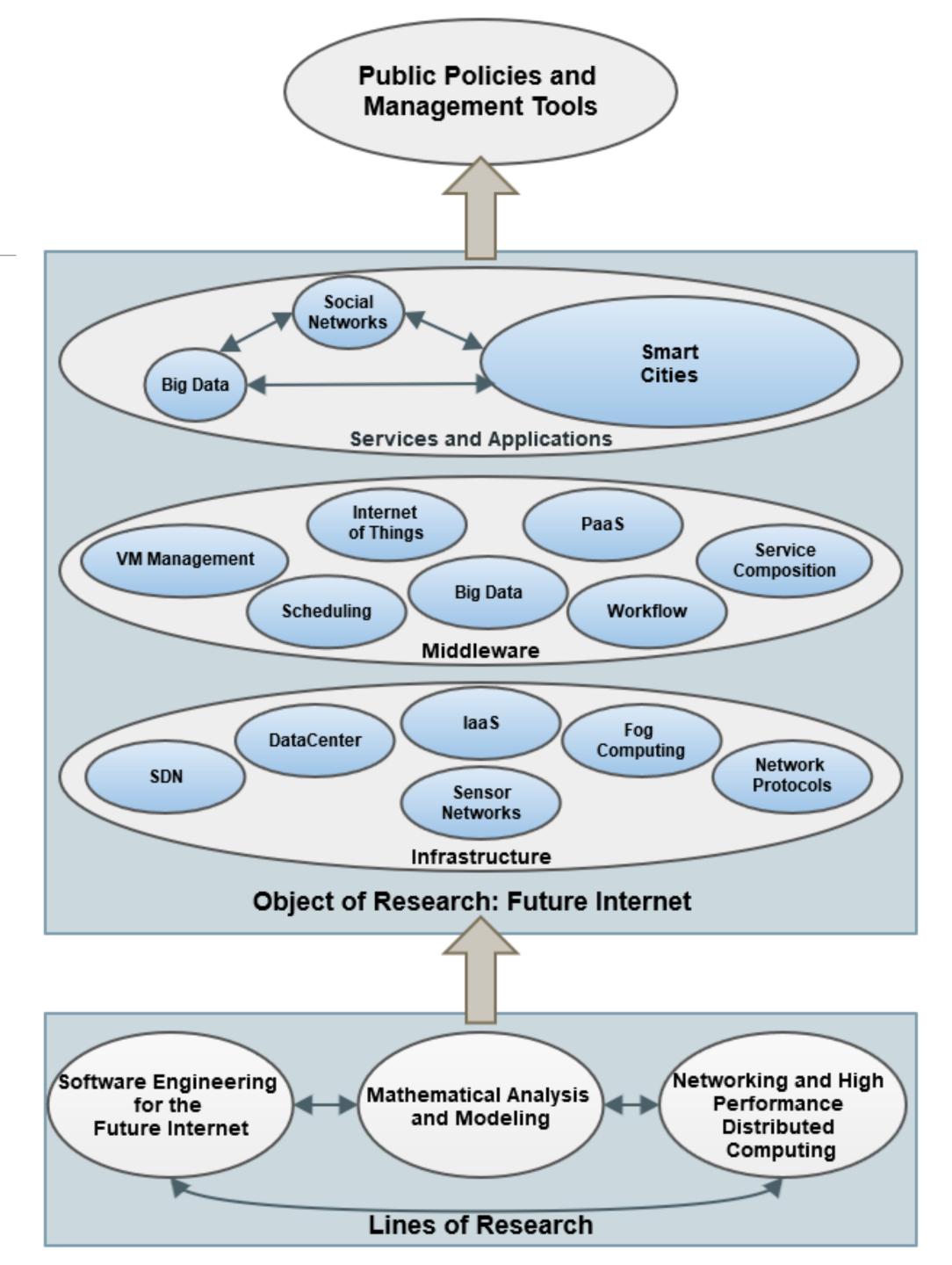


underprivileged neighborhoods

The InterSCity Project

3 lines of research

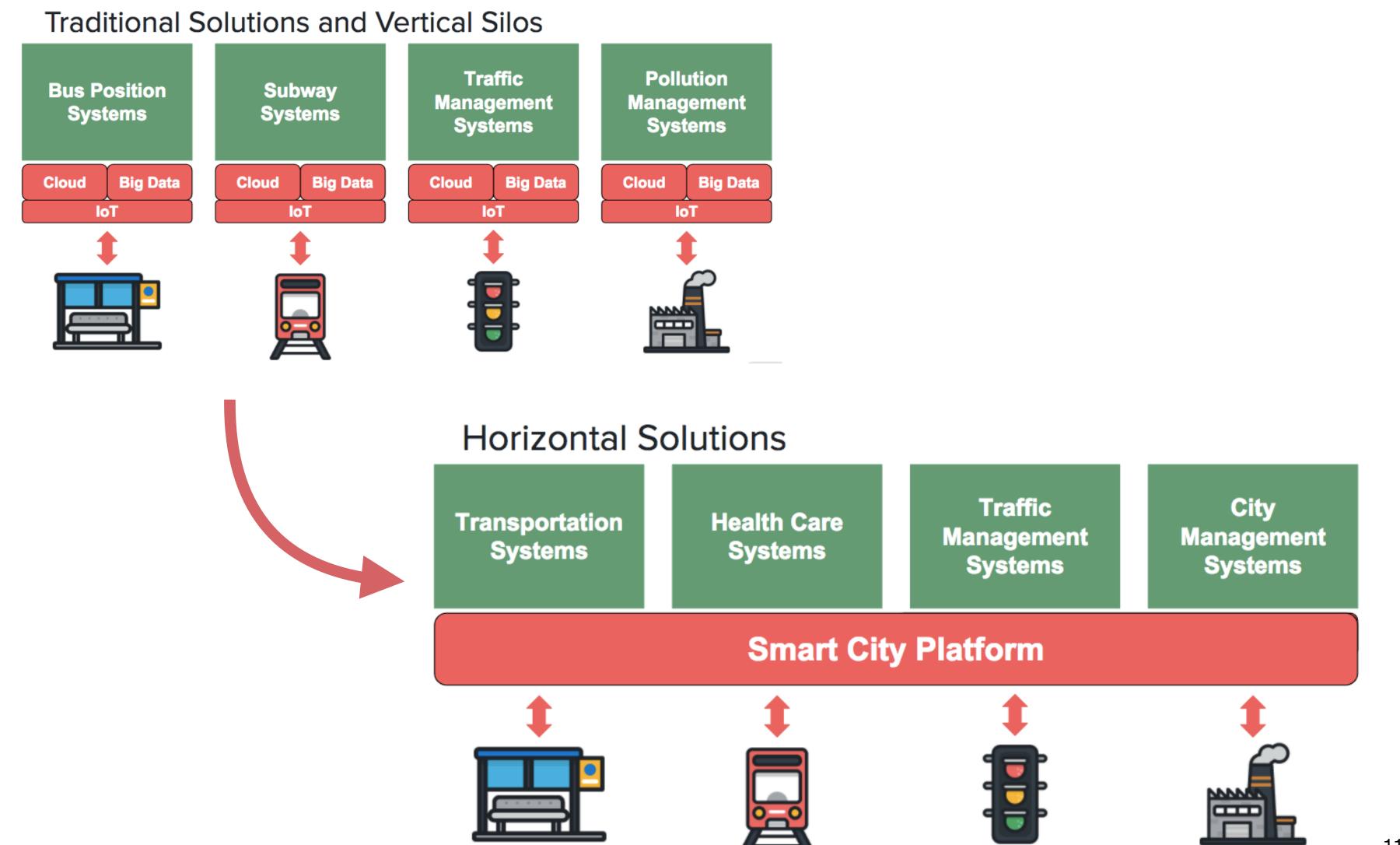
· 3 levels



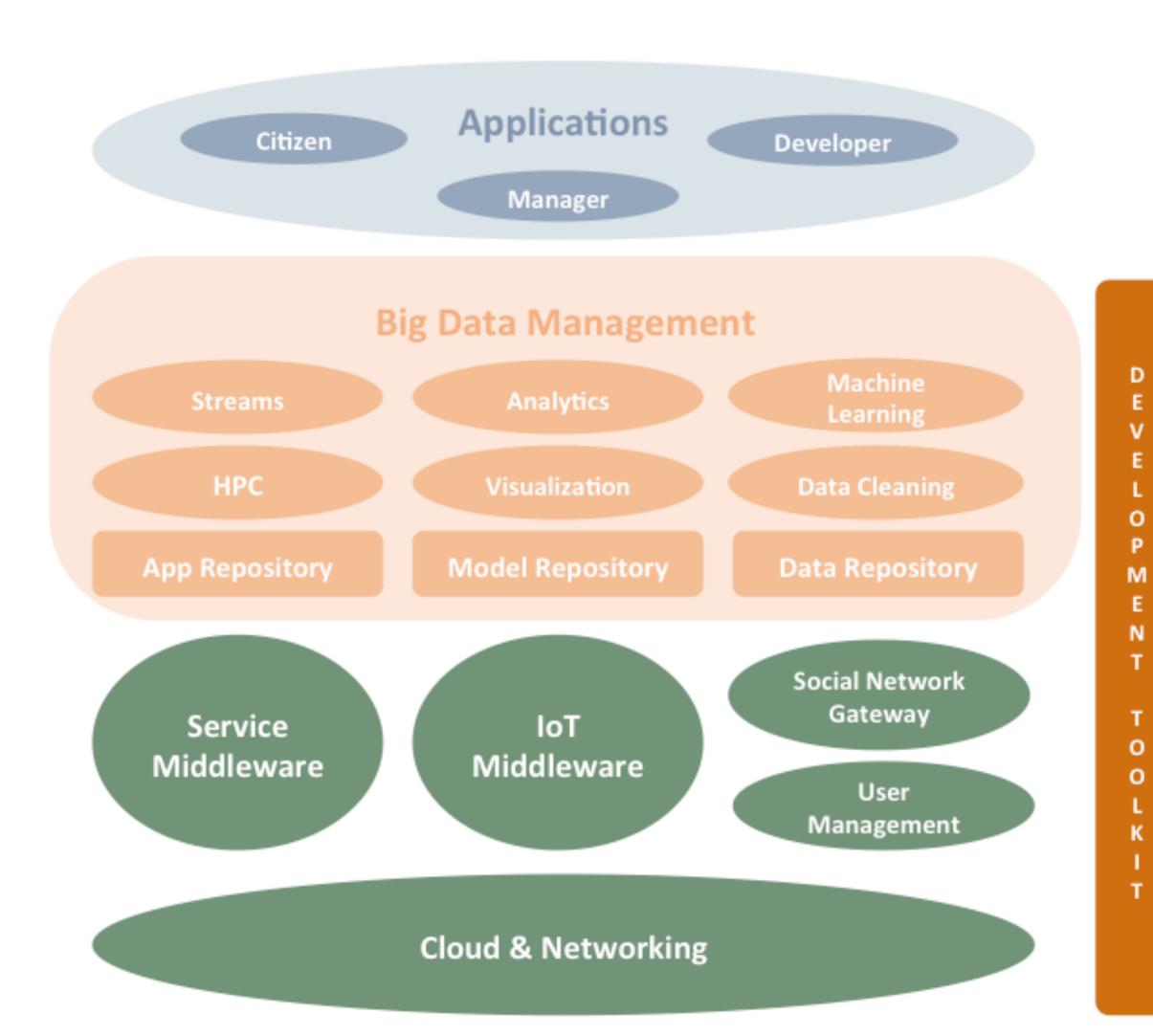
Projects

- 1. Smart City Software Platform
- 2. City Simulator
- 3. Health Dashboard
- 4. Accessibility Ranking
- 5. Scipopulis Startup
- 6. BikeSCience @ MIT Senseable City Lab

1 - A generic Software Platform for Smart Cities



Survey and proposed reference architecture for Smart City Software Platforms



ACM Computing Surveys

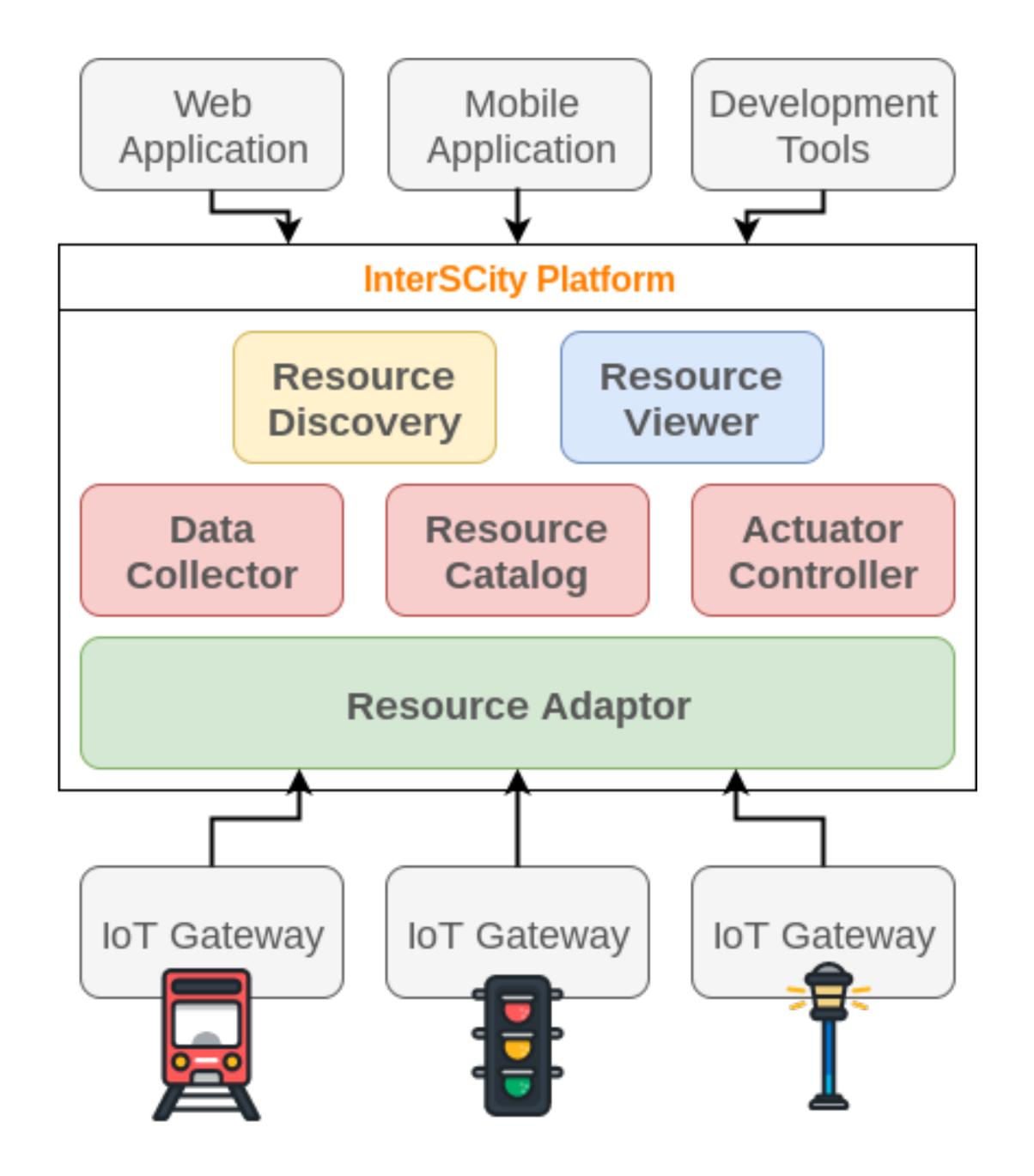
Software Platforms for Smart Cities: Concepts, Requirements, Challenges, and a Unified Reference Architecture

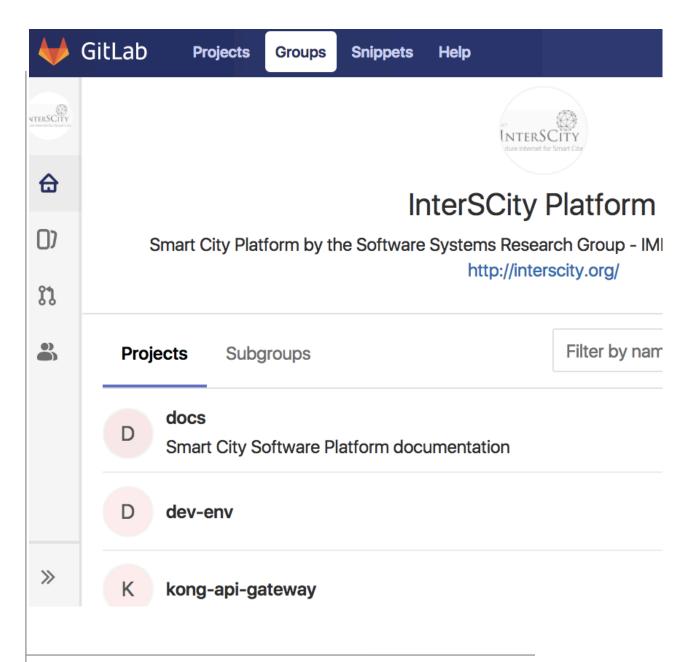
Eduardo Felipe Zambom Santana, University of São Paulo Ana Paula Chaves, Federal Technological University of Paraná Marco Aurelio Gerosa, University of São Paulo Fabio Kon, University of São Paulo Dejan S. Milojicic, Hewlett Packard Labs Palo Alto

Making cities smarter help improve city services and increase citizens' quality of life. Information and communication technologies (ICT) are fundamental for progressing towards smarter city environments. Smart City software platforms potentially support the development and integration of Smart City applications. However, the ICT community must overcome current significant technological and scientific challenges before these platforms can be widely used. This paper surveys the state-of-the-art in software platforms for Smart Cities. We analyzed 23 projects with respect to the most used enabling technologies, as well as functional and non-functional requirements, classifying them into four categories: Cyber-Physical Systems, Internet of Things. Big Data, and Claud Computing, Based on these results, we derived a reference architecture.



and





InterSCity: A Scalable Microservice-based Open Source Platform for Smart Cities

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eywords: Smart Cities, Software Platform, Microservices, Scalability, Open Source Software

bstract:

Smart City technologies emerge as a potential solution to tackle common problems in large urban centers by using city resources efficiently and providing quality services for citizens. Despite the various advances in middleware technologies to support future smart cities, there are no universally accepted platforms yet. Most of the existing solutions do not provide the required flexibility to be shared across cities. Moreover, the extensive use and development of non-open-source software leads to interoperability issues and limits the collaboration among R&D groups. In this paper, we explore the use of a microservices architecture to address key practical challenges in smart city platforms. We present InterSCity, a microservice-based open source smart city platform that aims at supporting collaborative, novel smart city research, development, and deployment initiatives. We discuss how the microservice approach enables a flexible, extensible, and loosely coupled architecture and present experimental results demonstrating the scalability of the proposed platform.

INTRODUCTION

he rapid growth of cities around the world has creed large, densely populated urban centers characrized by complex interconnected structural, social ad economic organizations. This urbanization pheet al., 2014). The Internet of Things (IoT), Big Data, and Cloud Computing are key enabling technologies of smart cities that offer a wide range of opportunities and challenges, both in the academy and industry. To fully exploit the potential of these enablers, future smart cities will demand a unified ICT infrastructure to properly share their resources rather than relying

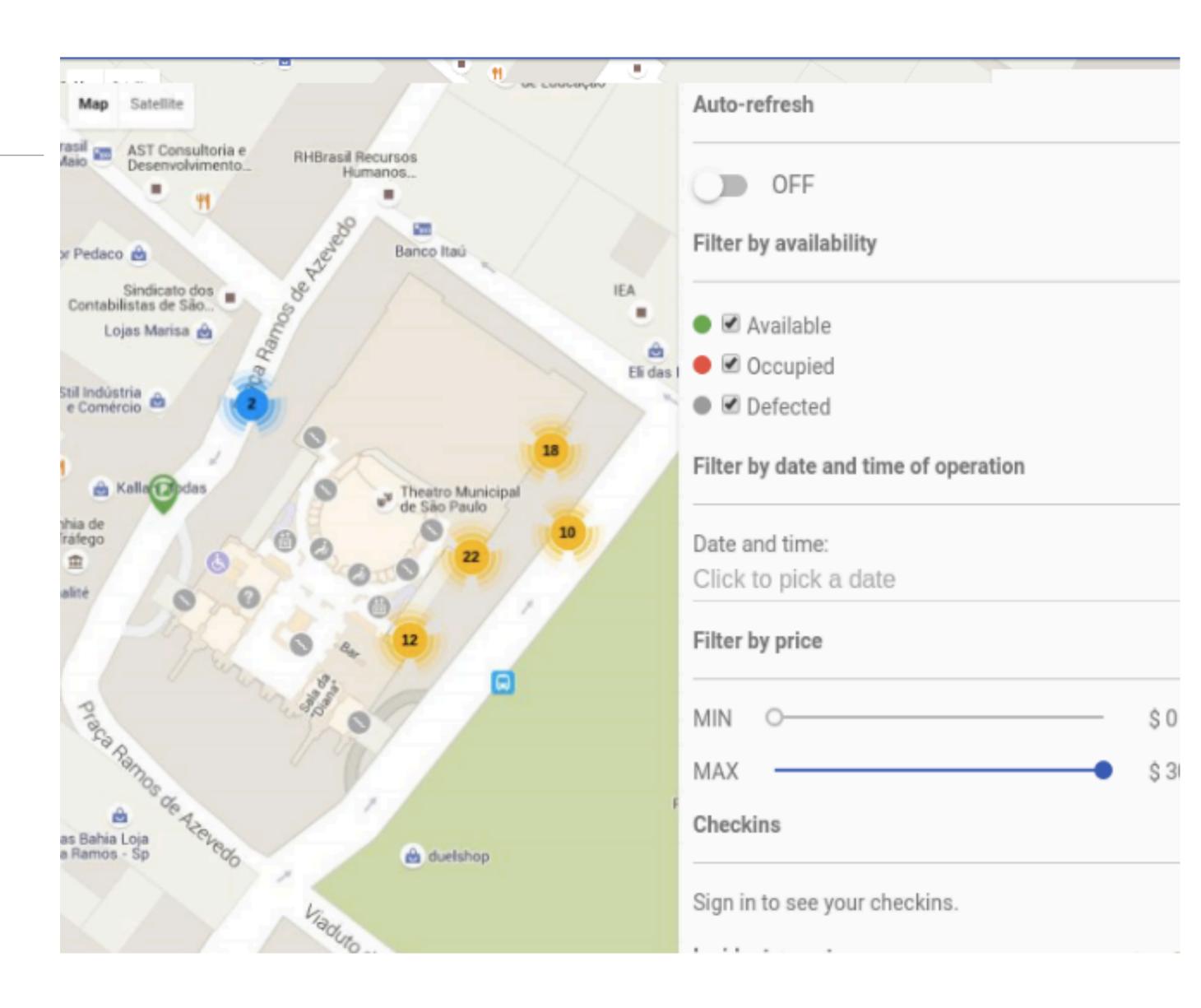
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Exemplos de uso da plataforma

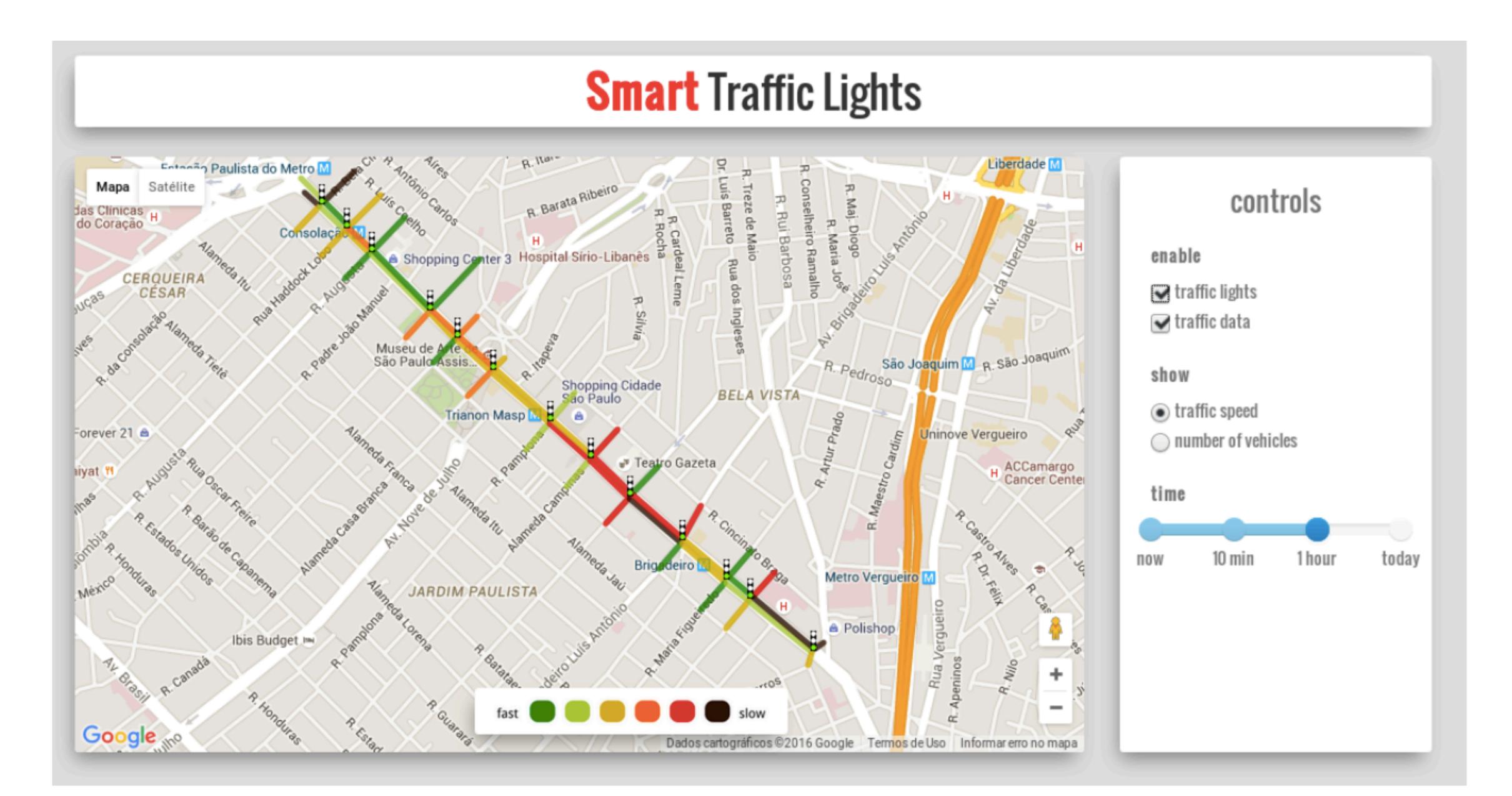
Smart Parking APP

single-page app that helps users in the hard task of finding available parking spots around the city.

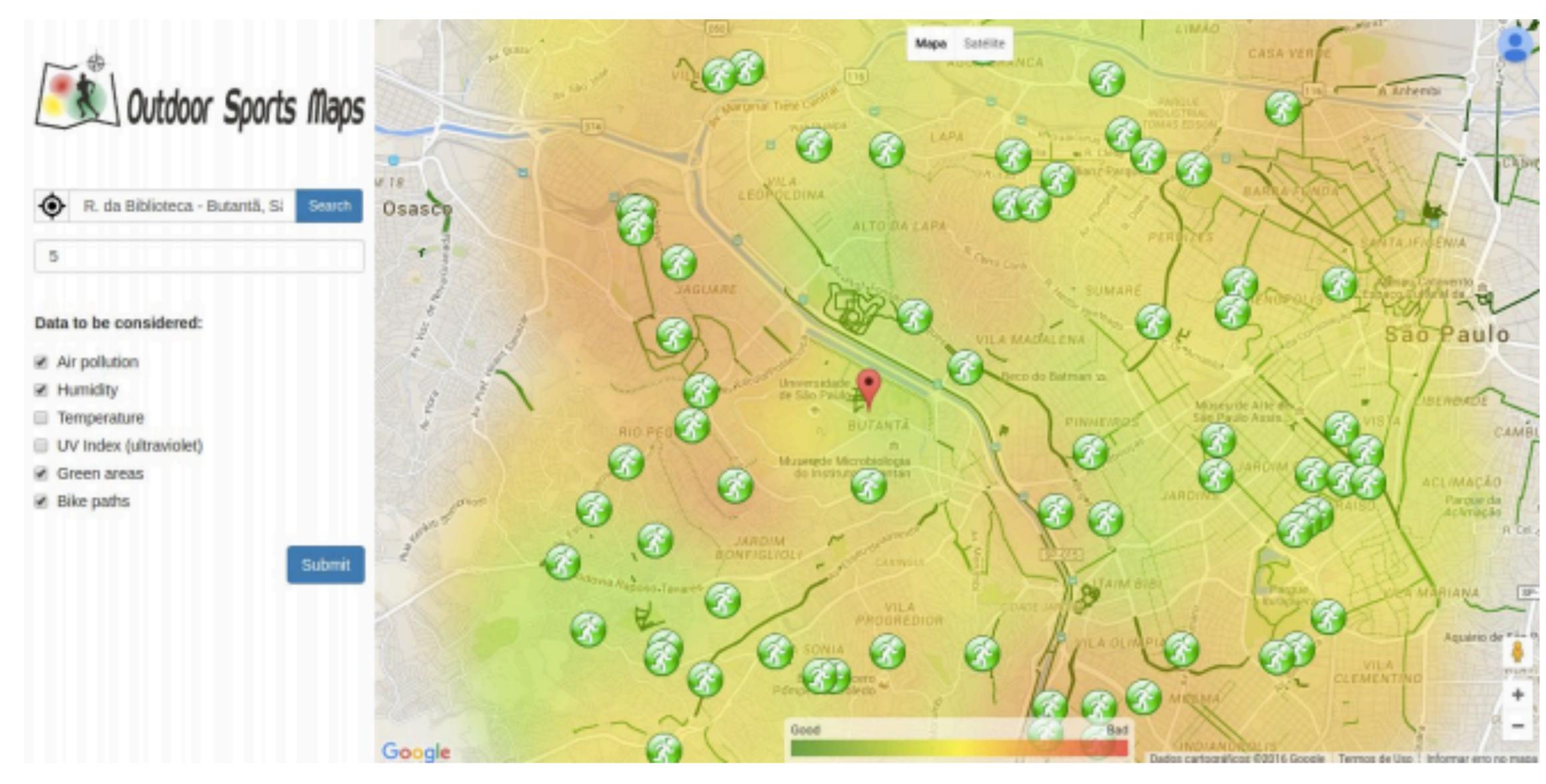
It used the platform services to access simulated data.



Exemplos de uso da plataforma



Outdoor Sports Map



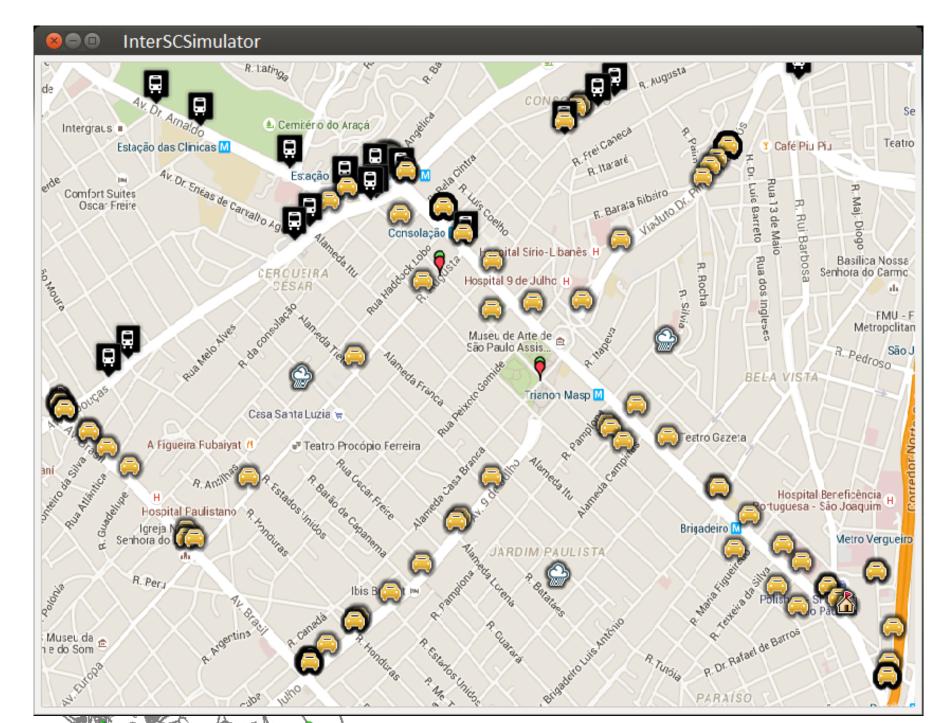
Other uses

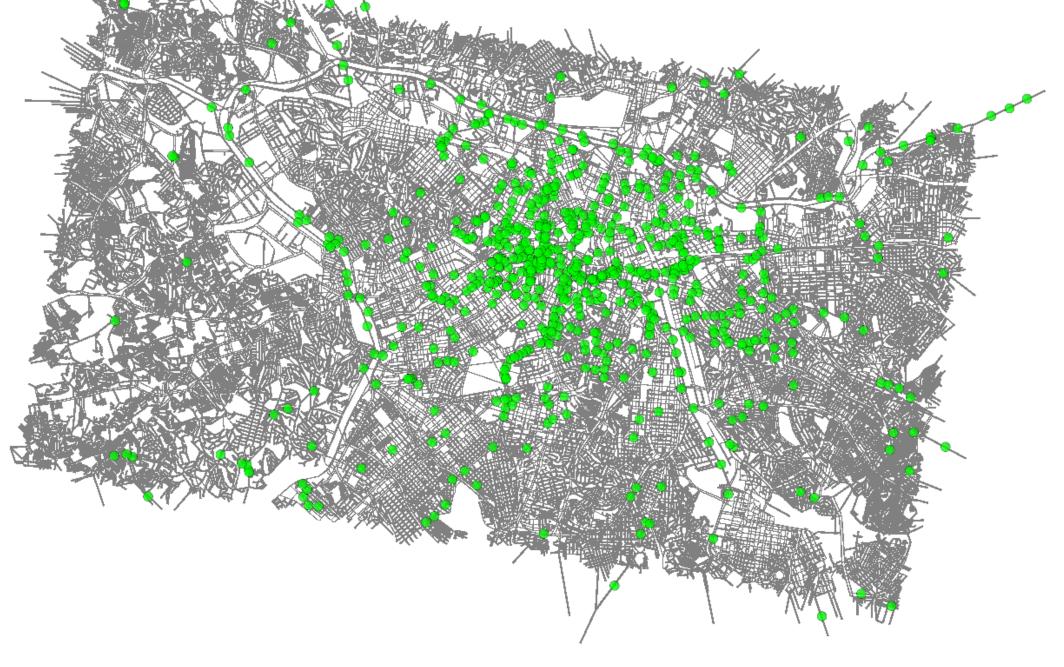
- Smart City Hackathons
- Graduate Course at USP
- Undergraduate Course at UFMA
- Research (MSc, PhD, and post-doc @ USP/Puc-Rio/UFMA)

In the future: real cities?

2 - InterSCimulator

- Erlang-based large-scale simulator for Smart Cities
- Simulations with 17 million agents in super-real-time
- Multimodal transportation
 - cars, pedestrians, buses, subway, (bicycles).
 - Impact analysis of changes in the transportation infrastructure and associated costs.
 - Population from Paraisópolis favela (slum) in SP.





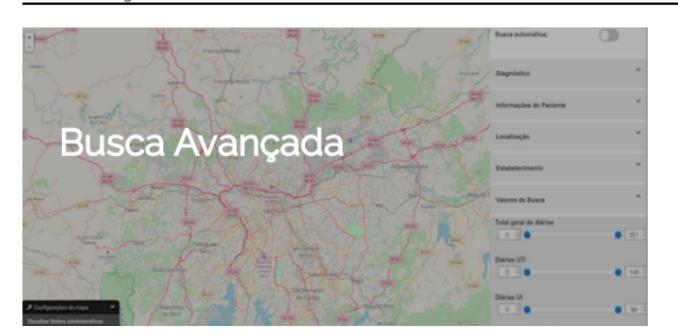
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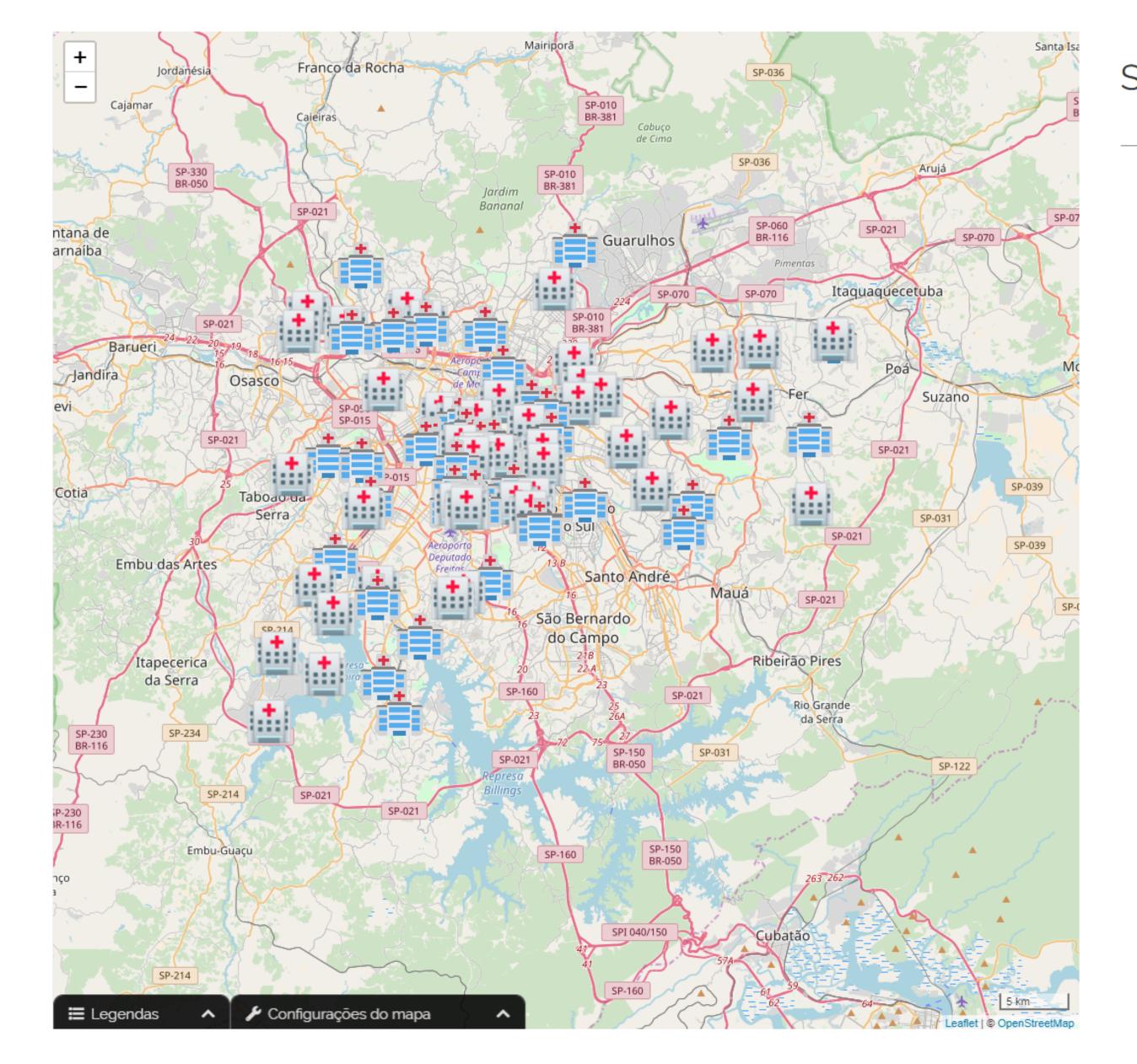
Health Dashboard

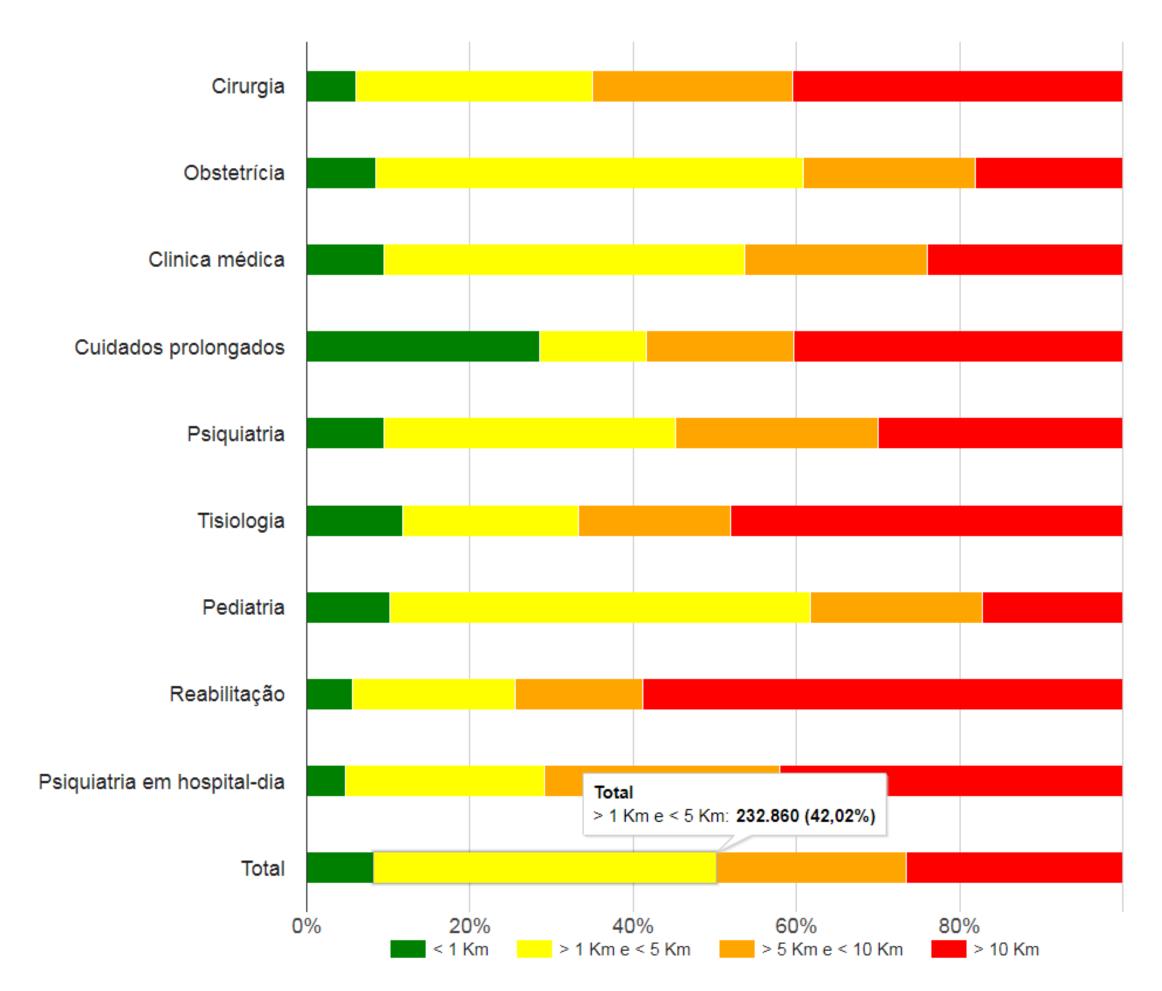


SERVIÇOS



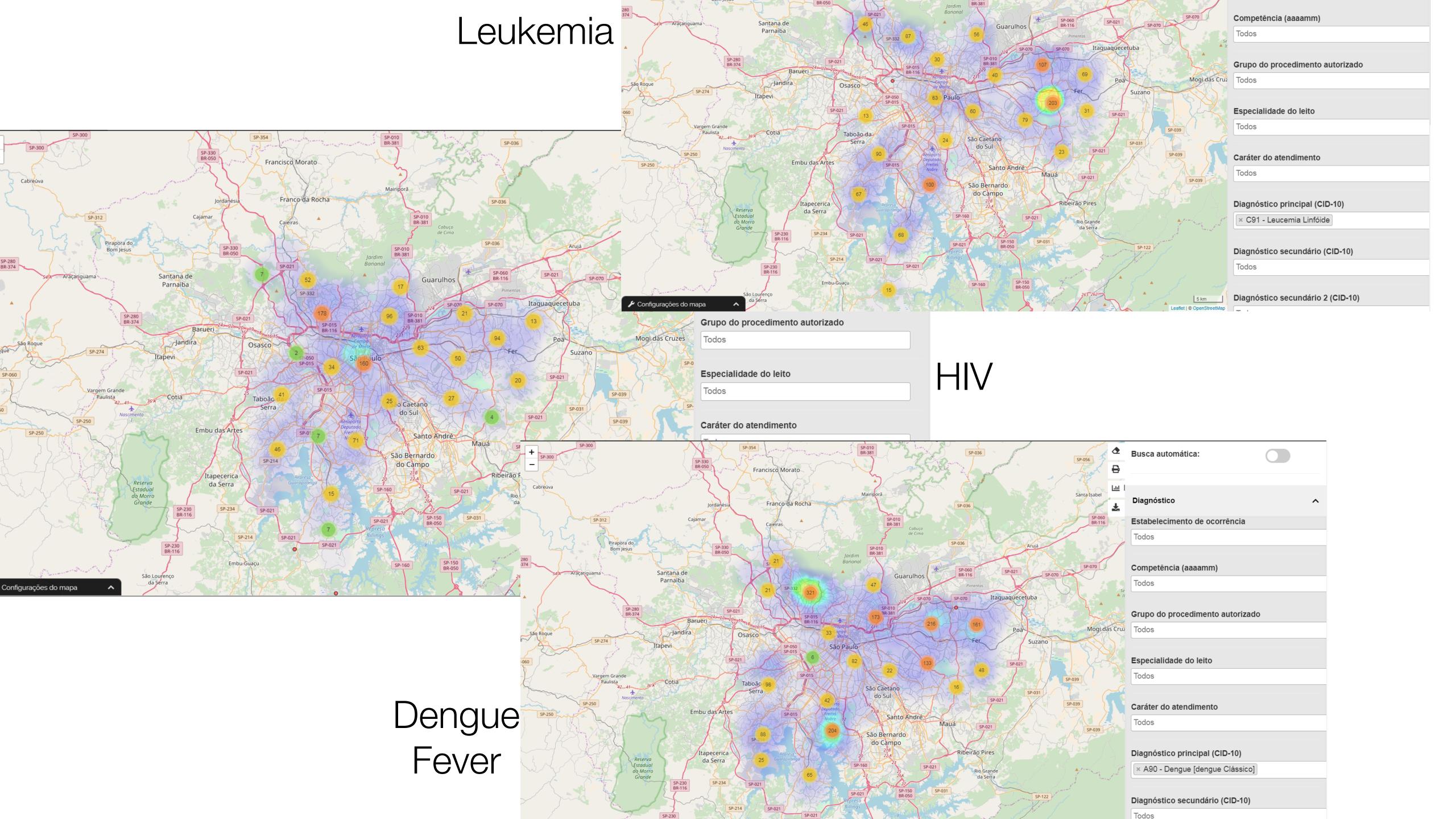


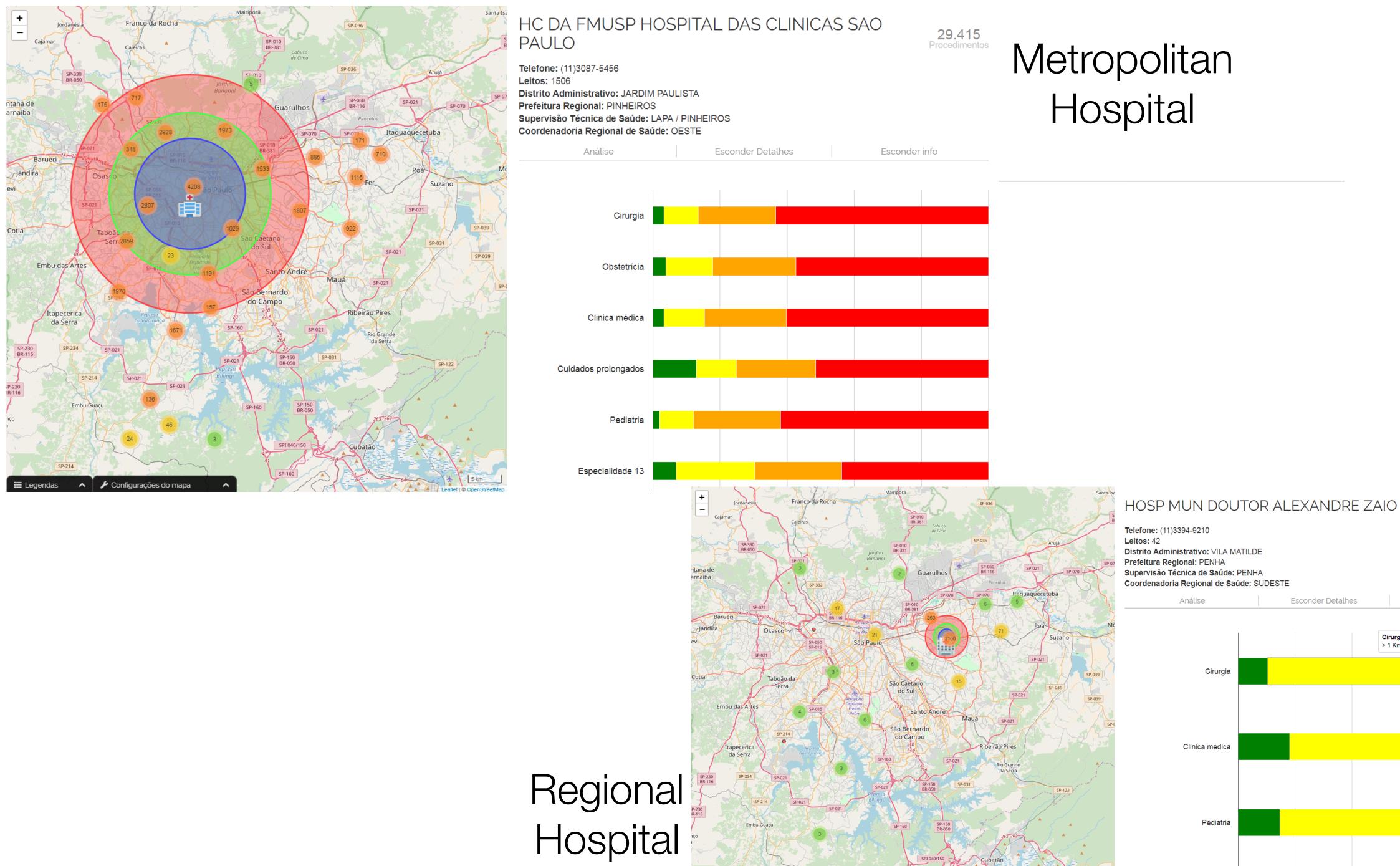




554.202 Procedimentos





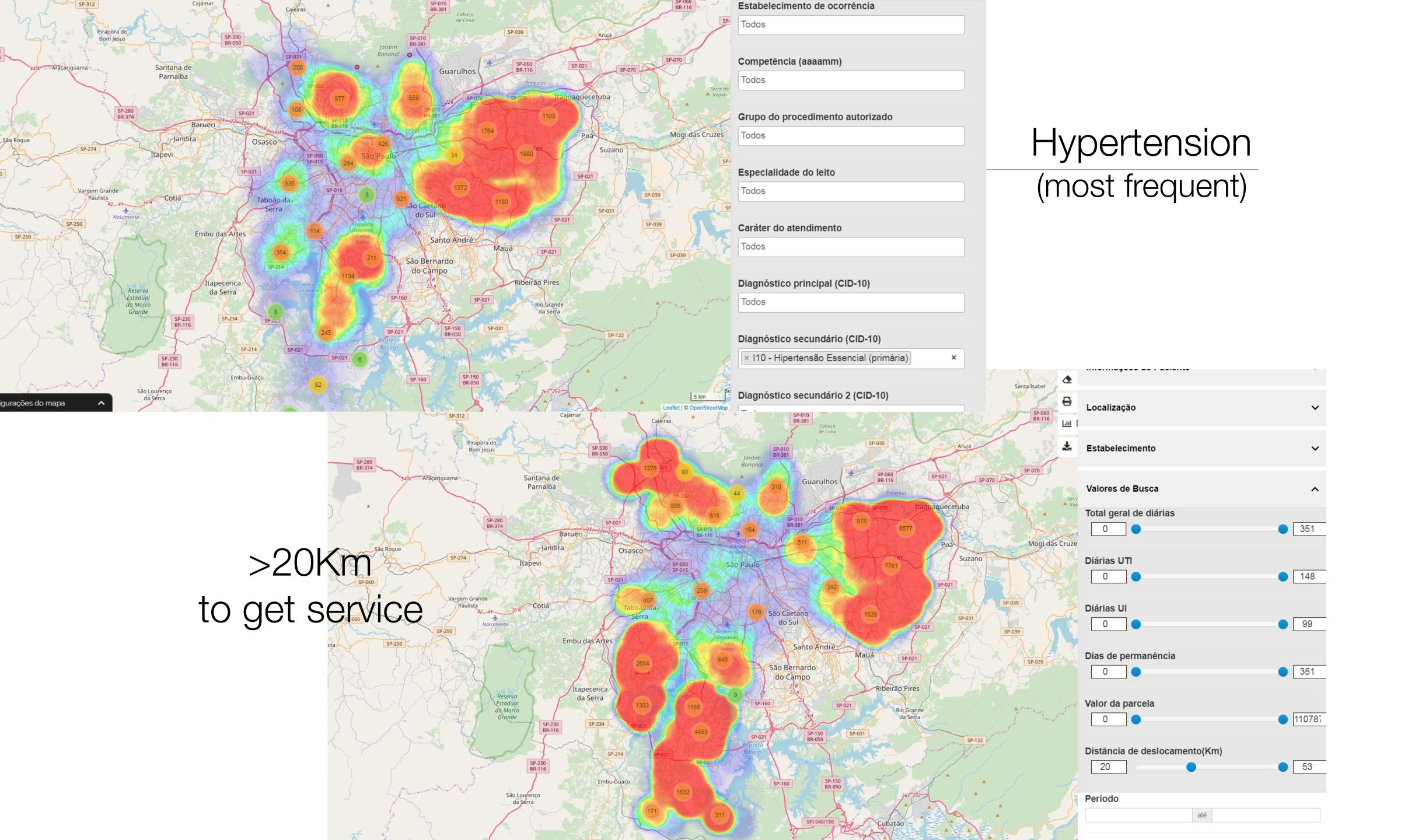


2.586

Esconder info

Cirurgia > 1 Km e < 5 Km: 290 (53,41%)

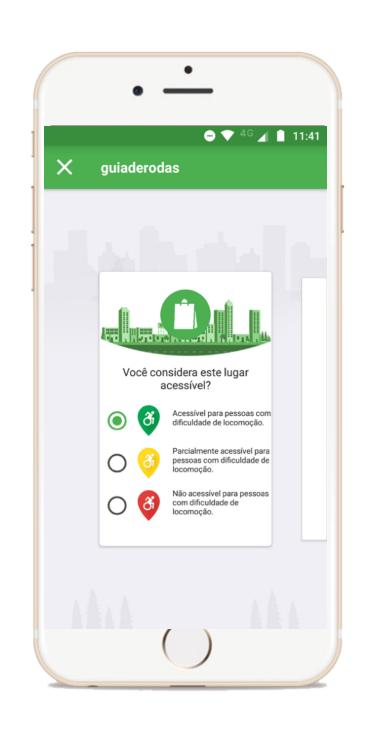
Esconder Detalhes

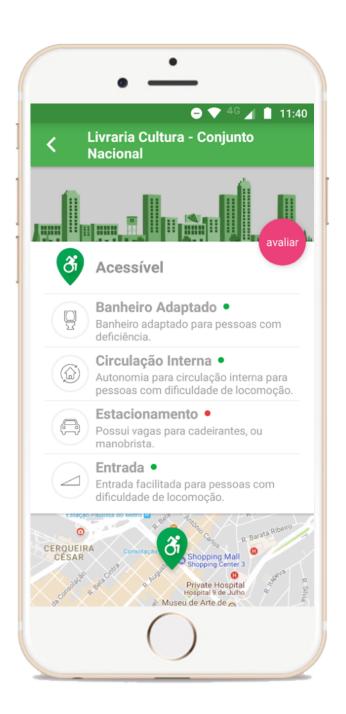


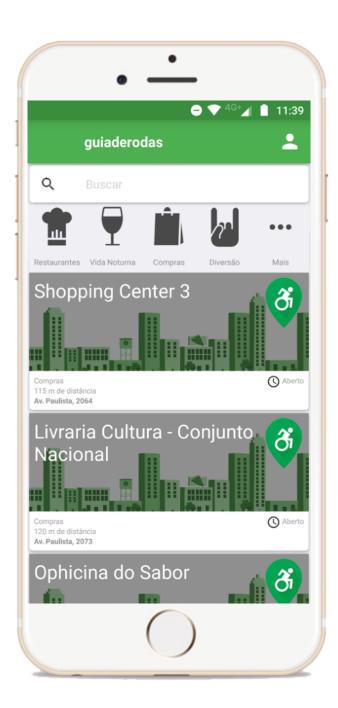
Health Dashboard Challenges

- At the moment it's a useful interactive tool for the public health professional
- But can we automate part of the work?
- Using ML to detect different patterns for different kinds of diseases?
- Using Al to trigger warnings to health officials?
- Develop models to support long-term planning?

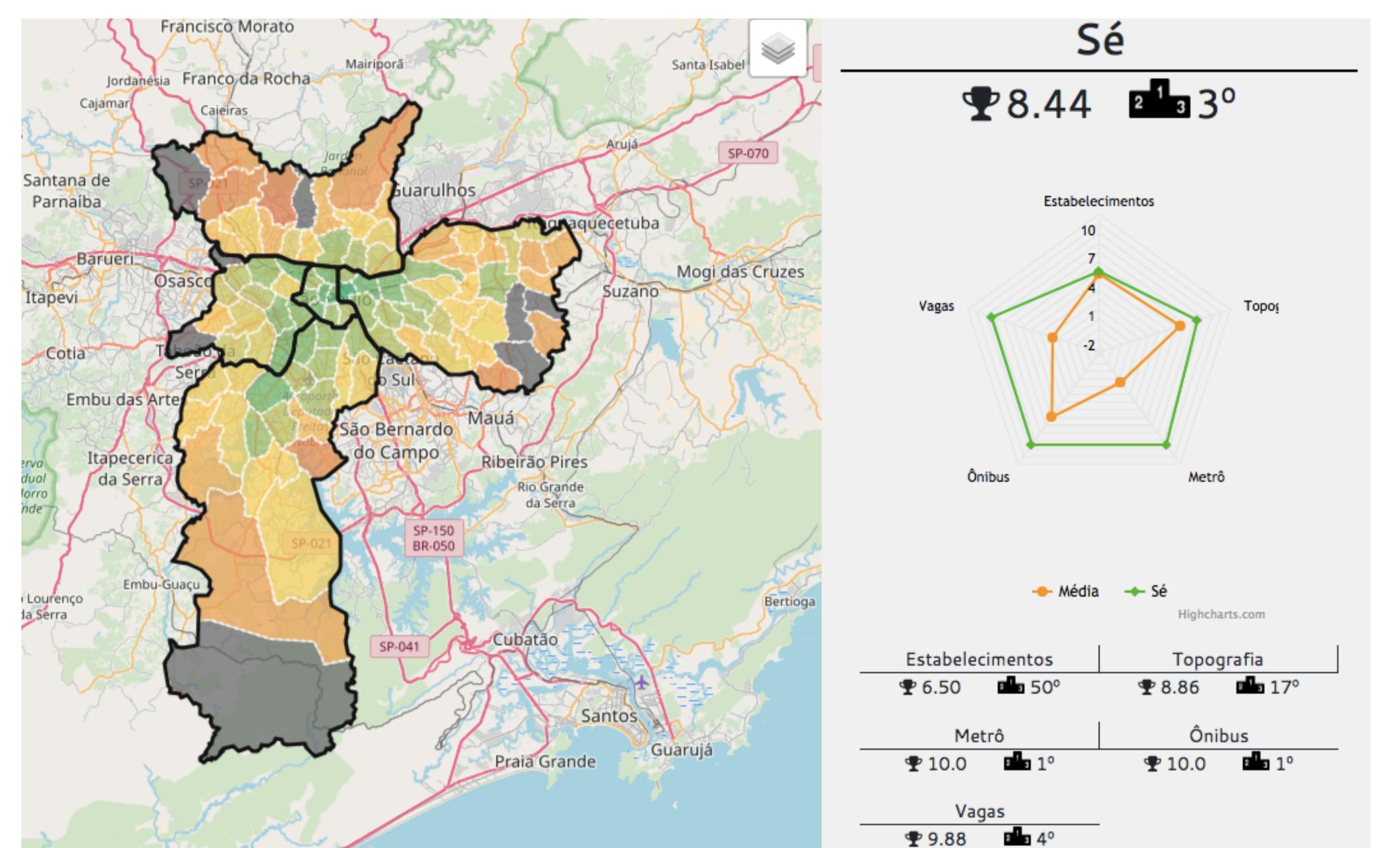
4 - Crowdsourcing startup App: *guiaderodas*







Accessibility Ranking



Estudo mostra o nível de acessibilidade por região em São Paulo Cada distrito recebeu uma 0 a 2 nota de 0 a 10 em cinco indicadores; as periferias 4 a 6 tiveram os piores indices ■ 5 a 8 ■ B a 1 D

700

Pilitight 4.53

Ris Paqueno ILM

Raposo Teroris 5,62

(empo 1,22

Explica Sectionals 3.2.8

Derdien Angele ASS2

interprete Life

Series Series

Adequire SAY

38100 Amount 1,613

Cidade horrs

6100 8,72

Bramambil



Cidade Lider 1,40

Ranger de Carrens 436

10 Mileus 7,12

100 Rethel AJC

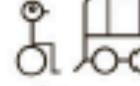
O Brás é a área menos acidentada

Anhanguera, Brasilándia, Tremembé e Marsilac são as mais acidentadas

Igua temi 3,34

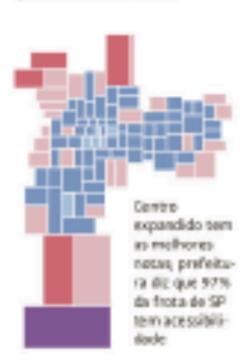
Quem pode ser prejudicado pela falta de acessibilidade

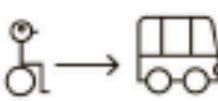
- ≥ 674 mil pessoes com deficiência motora vivem em São Paulo (2010)
- > 50% dos moradores da cidade têm excesso de peso (2015)
- ≥ 20% da população paulistana será idosa em 2030
- > 577 mil bebēs (portanto crianças de colo) nasceram no municipio entre jan 15 e dez 17



2. Onibus acessíveis

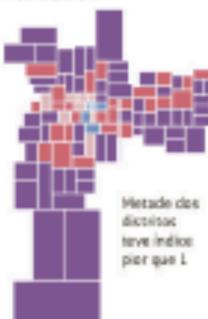
Considera o percentual de bnibus apessive is ras linhas que cruzam o distrito





Distância até e transporte

Considera o deslocamento médio até as estações de metro e trem





Vagas de estacionamento

Considera vagas de rua para idosos e cadeirantes em relação à área do distrito





Estudo da USP utilizou sete bases de dados para montar ranking de mobilidade; periferia fica com piores posições



Parelleiros 4,83



Scipopulis' COLETIVO APP

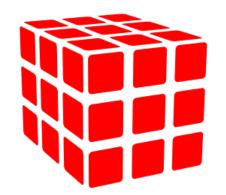
(for citizens)





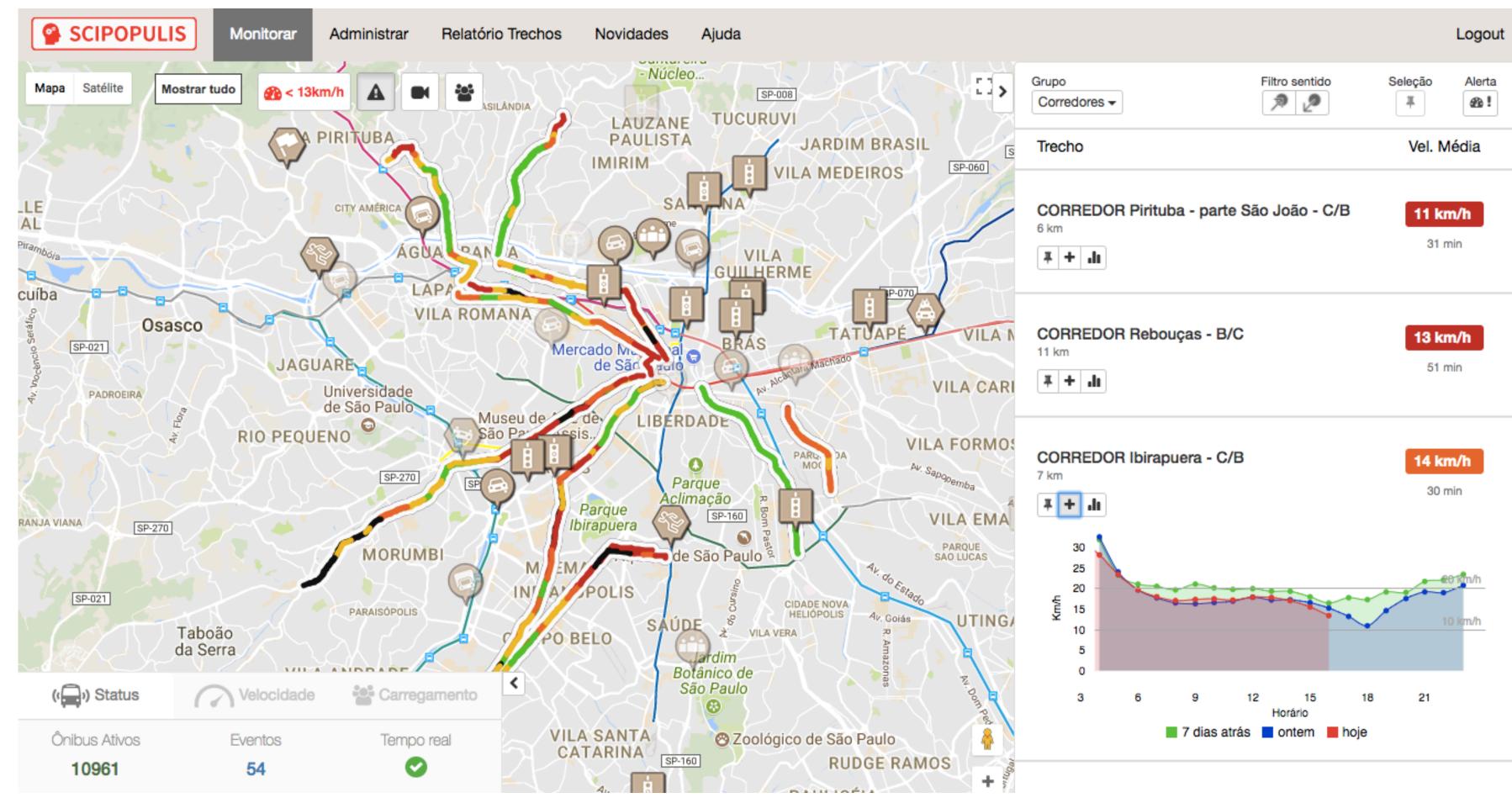


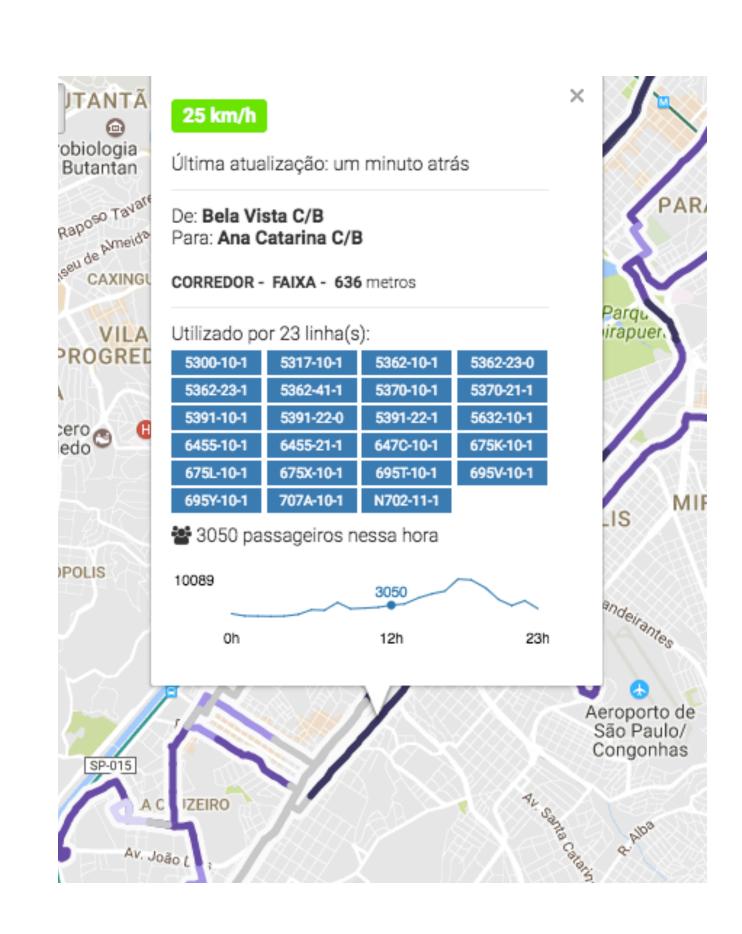




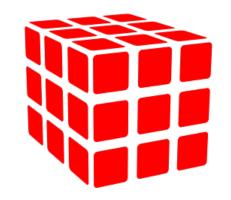
REAL TIME DASHBOARD

(for system operators)





- In use by the São Paulo secretary of transportation
- · in test at: Rio de Janeiro, Curitiba, Santiago (Chile), Brasilia, etc.

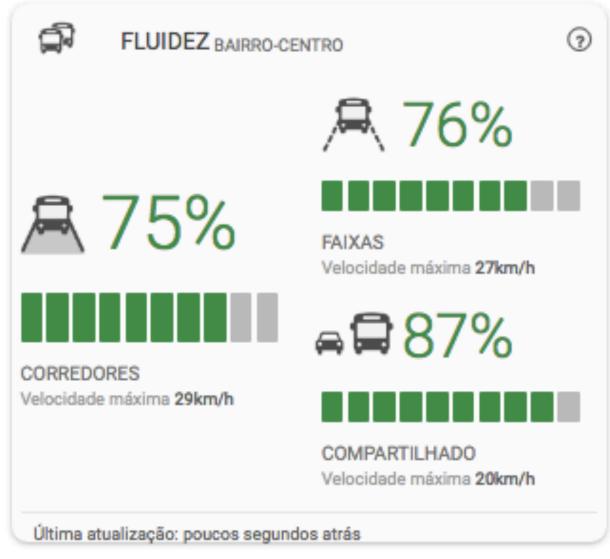


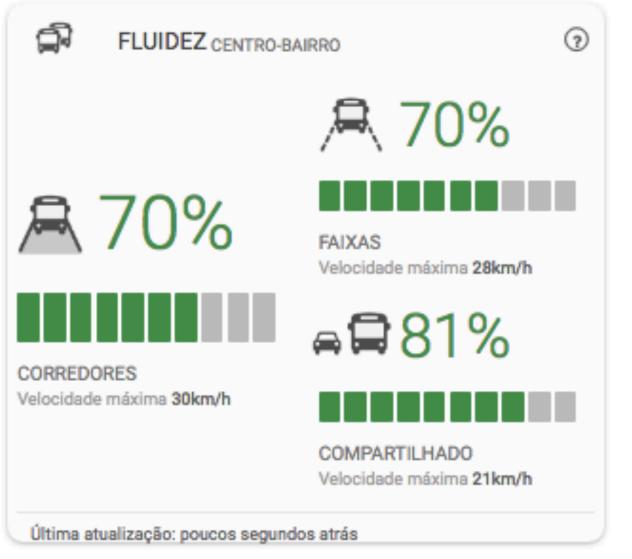
MOBILITY PANEL

(CONSOLITADED BUS SPEEDS for citizens)

PAINEL DA MOBILIDADE







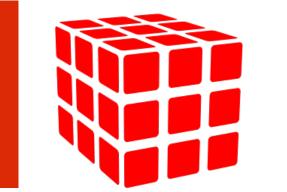
Semáforos em funcionamento 6246 (99.24%)

Total de ocorrências de trânsito hoje 214 / Média de ocorrências 130



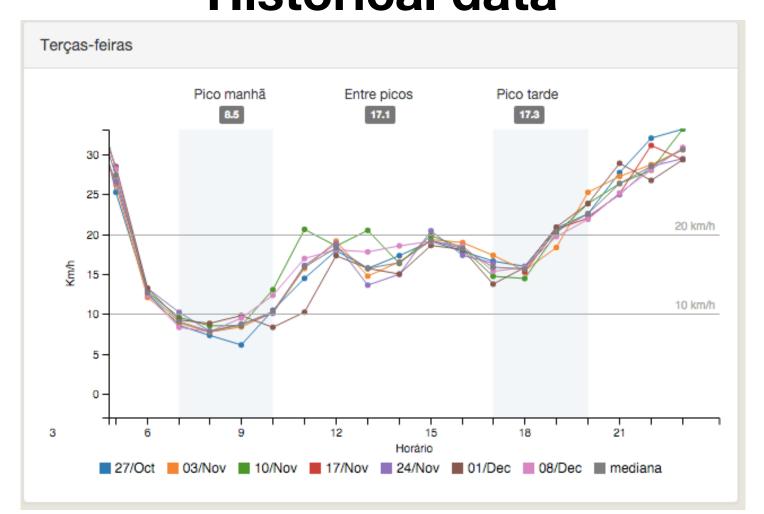




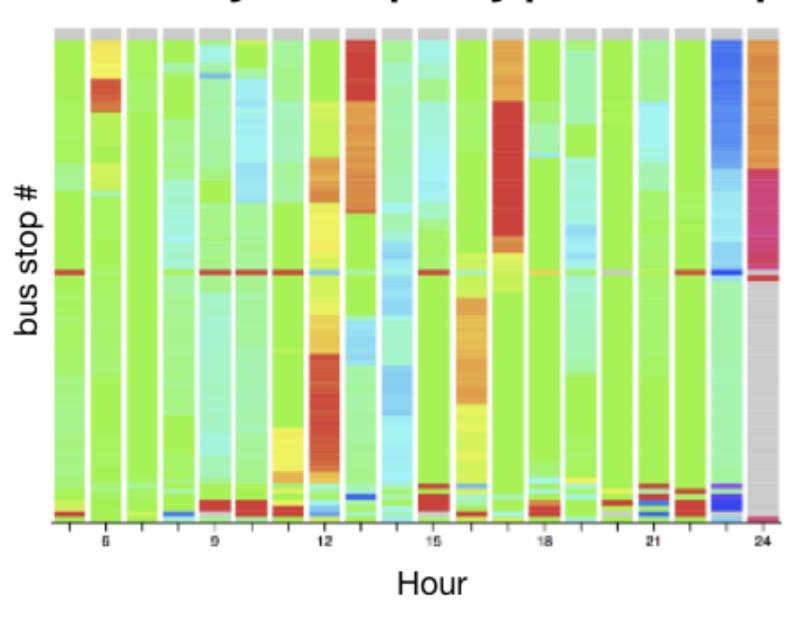


DATA ANALYSIS and visualization

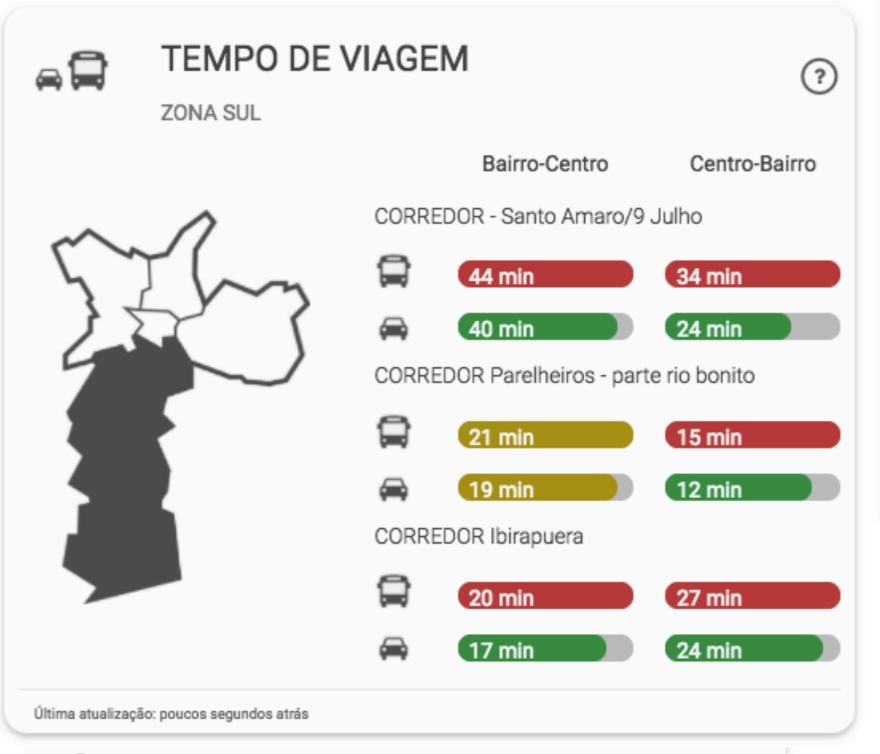
Historical data

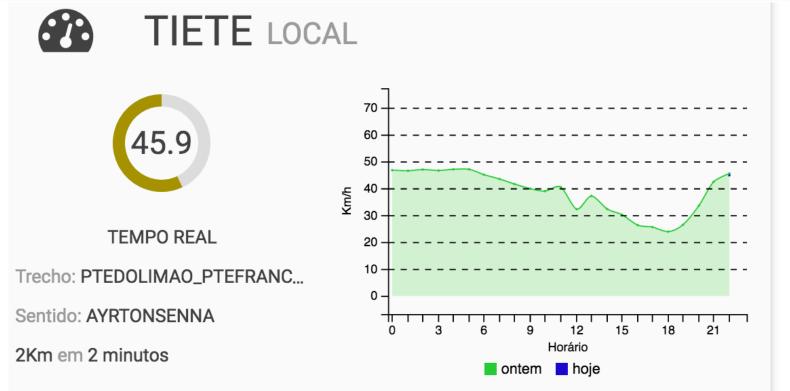


Headway discrepancy per bus stop



Comparing bus x auto





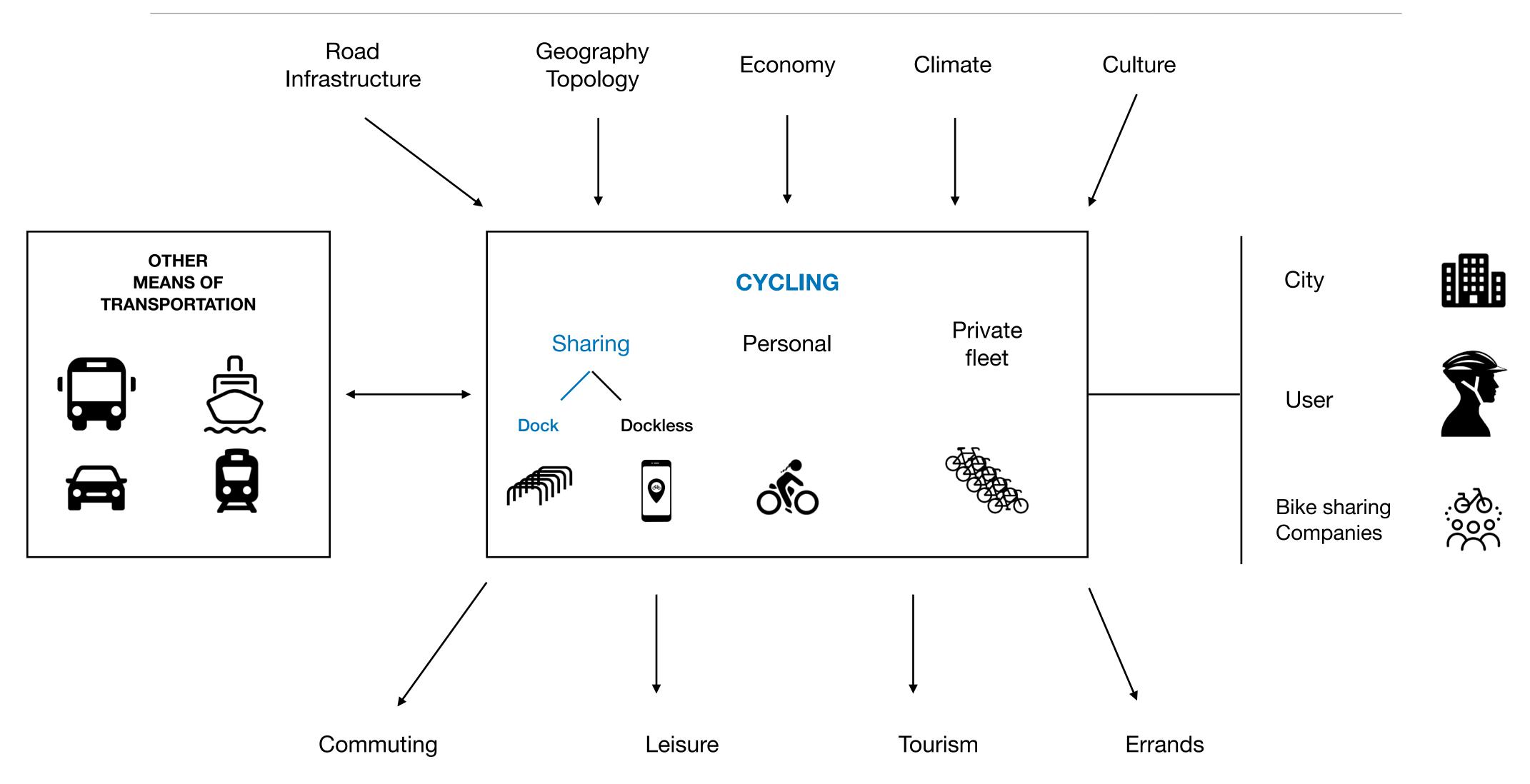




BikeScience w/ MIT Senseable City Lab

- Use of bikes for urban transportation is increasing
 - 18+ million shared bikes, increasing rapidly
- Bike transportation has numerous advantages:
 - for the city
 - for the planet
 - for the user
- But it is highly under-utilized

How can we foster cycling as a serious means of urban transportation

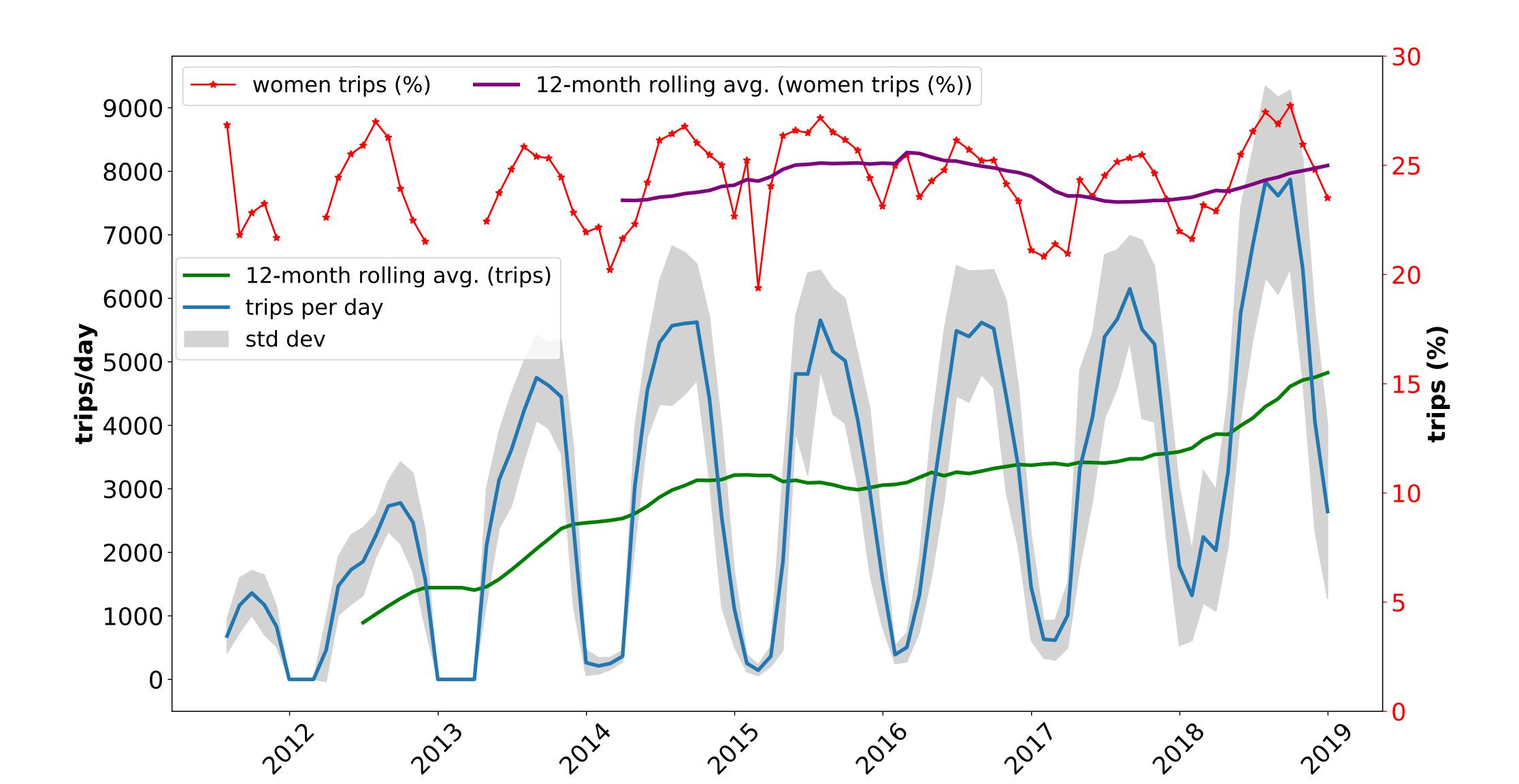


Bike Data Science

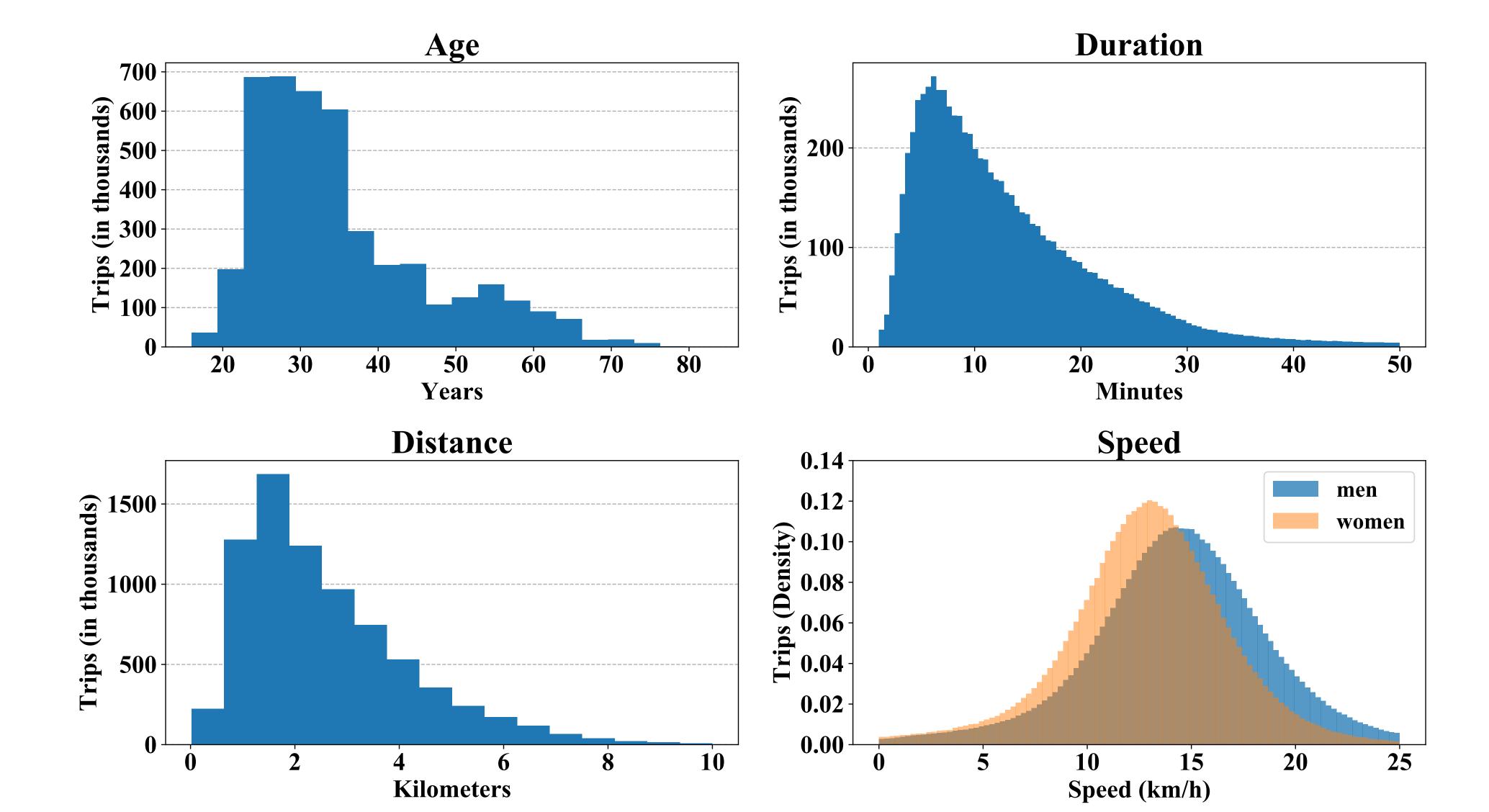
- Analyzing millions of bike trips from 20 cities
 - Starting with Greater Boston (and São Paulo)
 - Dock-based vs. Dockless

- Greater Boston:
 - 8 million trips since 2011

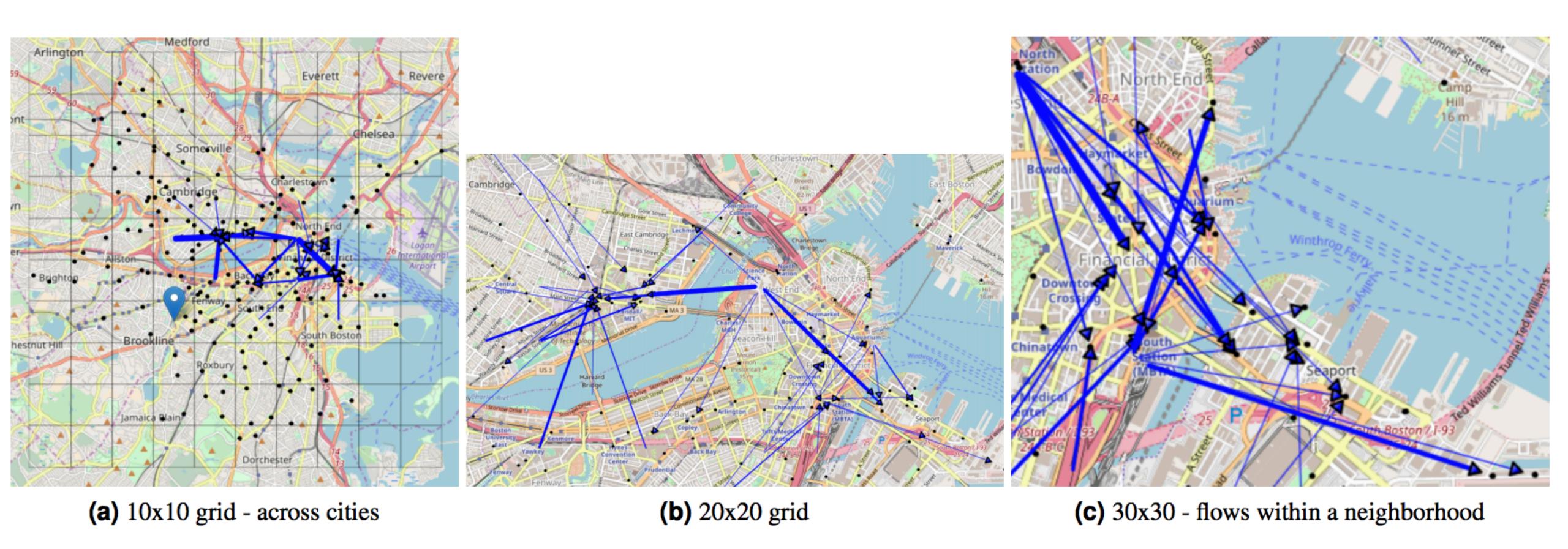
Boston bike-sharing evolution



Descriptive Statistics

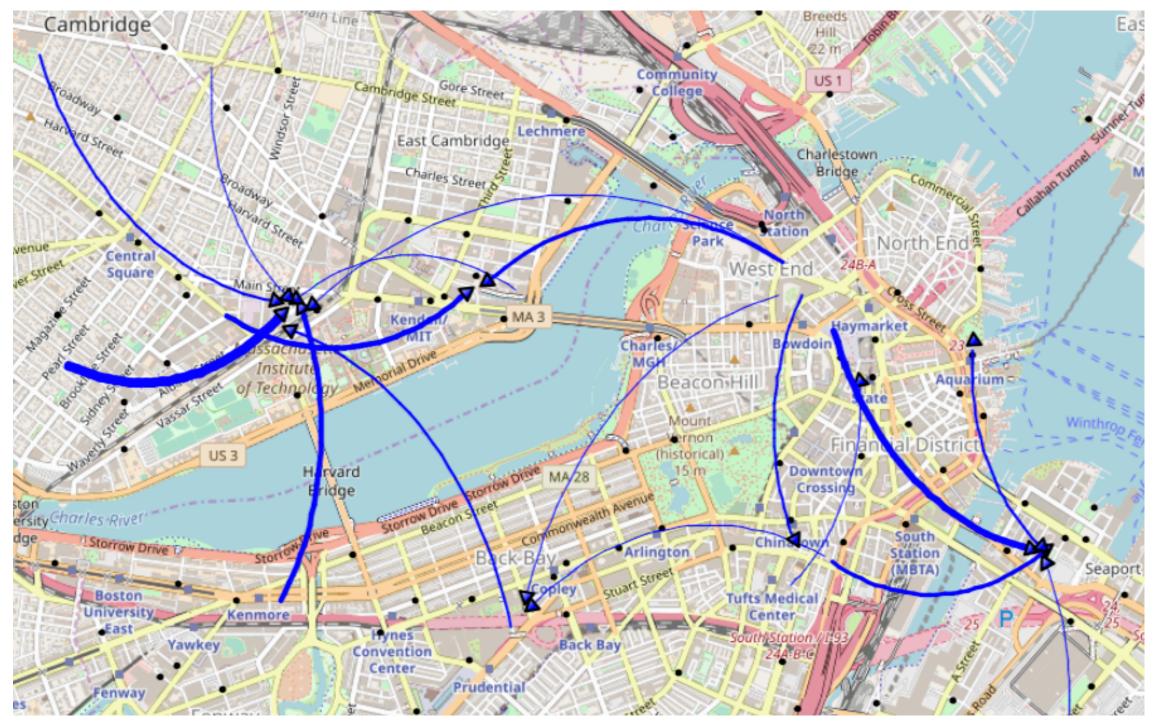


Bike Mobility Flows



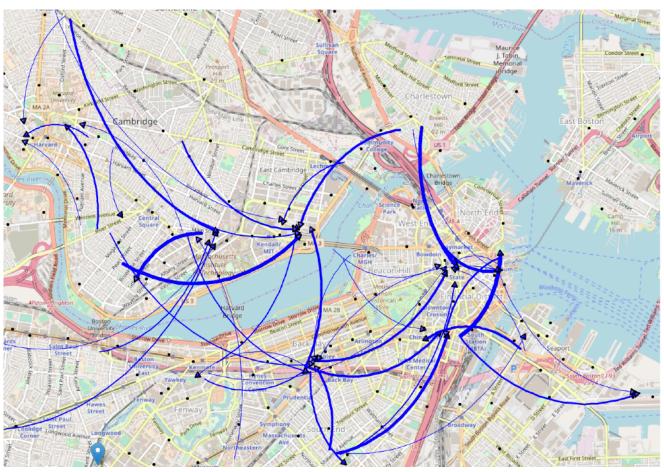
Supporting Public Policy: Flow popularity and infrastructure investments

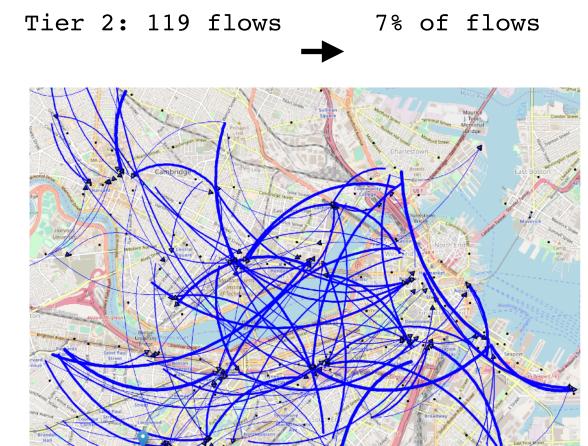
Tier 4: 18 flows→ 1% of flows



Total: 1629 different flows

Tier 3: 46 flows → 3% of flows

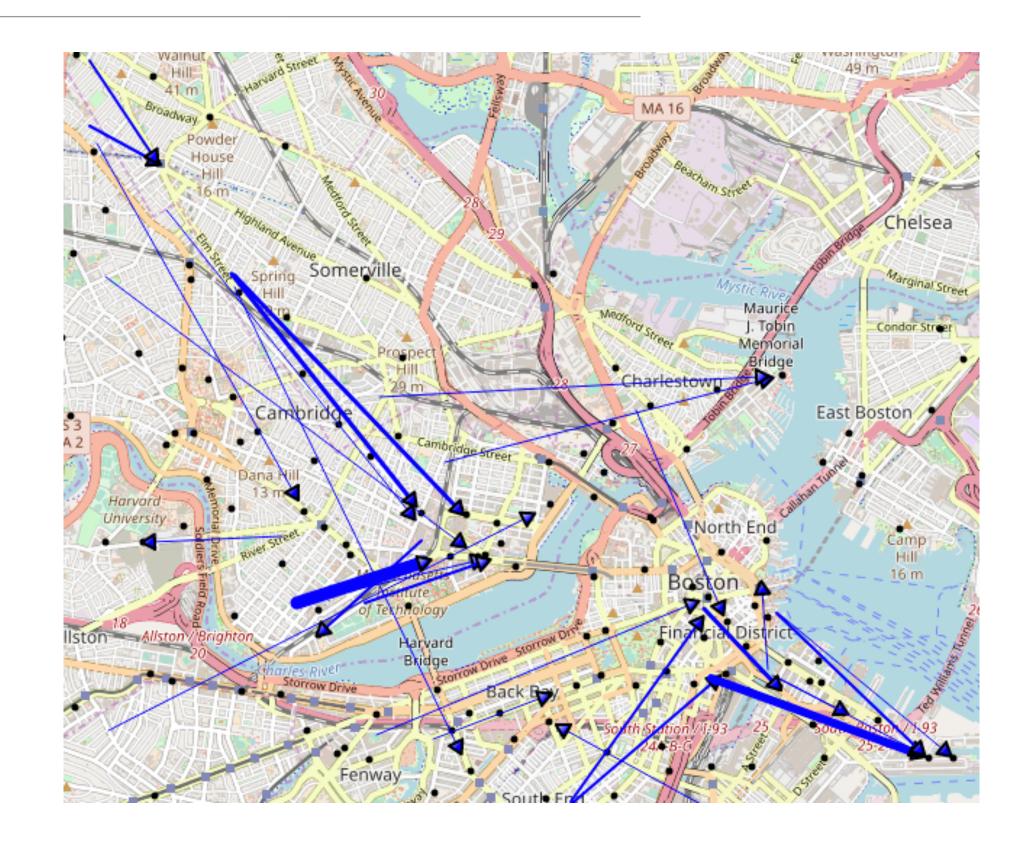




Tier 1: 1446 flows - 89% of flows

Profile of Speeders (>15Km/h - euclidean distance)

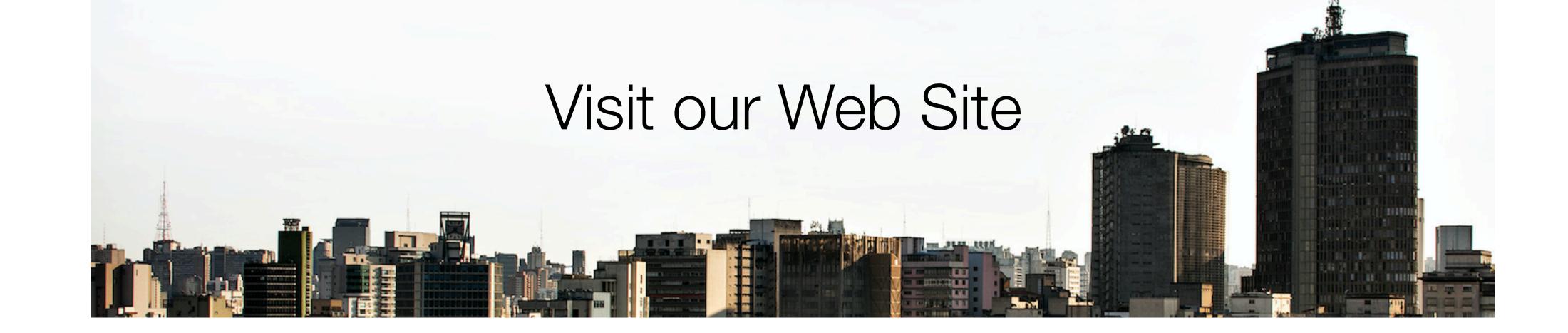
- 4.5% of trips
- 90% are men / 10% are women
- 50% of them are between 18 and 30 years old
- They are present in all age ranges under 52...
 - but higher tendency to drive dangerously fast: 25 to 30
- Speedy trips length is 20% longer
 - (they might speed because they need to go farther away)



- Speedy trips duration is half of the average (they want to get there quickly)
- A subscriber (normally a resident) is 5 times more likely to be a speeder than an isolated customer (normally a tourist)

The Future

- Advanced collaborative research among InterSCity partners
 - Middleware implementation: scalability, performance, usability by developers
 - Big Data processing, analysis, and visualization
 - Machine Learning to improve city services
- Establish and strengthen collaborations



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