



**ITU Kaleidoscope 2015**  
*Trust in the Information Society*

# **Smart Doorbell: an ICT Solution to Enhance Inclusion of Disabled People**

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# What will we talk about

- Presentation.
- Social inclusion & IoT.
- Proposed model.
- Discussion about related standards.
- Model simulations and validation.
- Conclusion

# Introduction

- World population: 7 Billion.
- Disabled population: 1 Billion<sup>[1]</sup>.
- Innovative technologies can be used to assist individuals.
- Smart Doorbell model.
- Things-to-Humans collaboration.

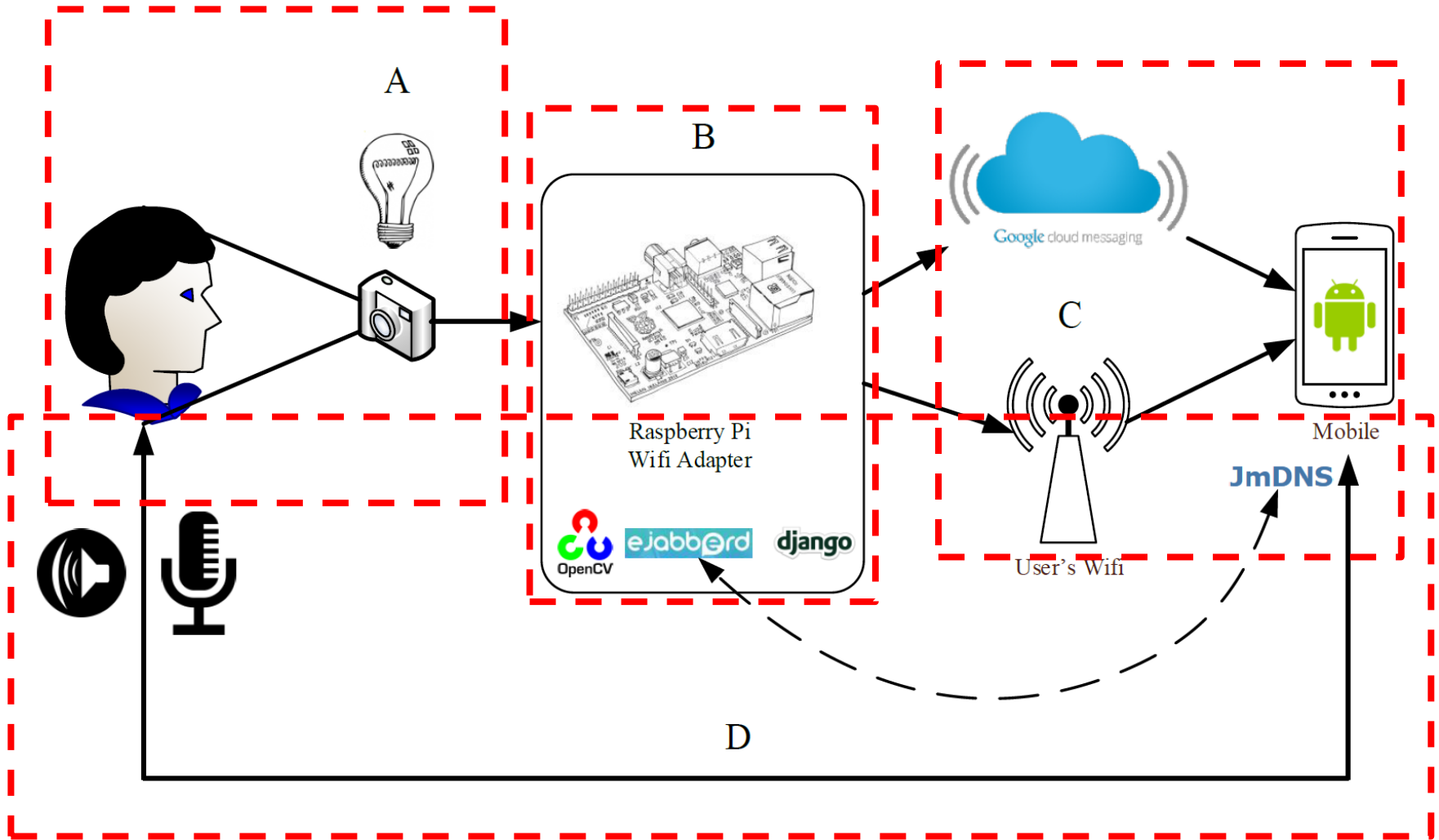


# Inclusion & Internet of Things

- Provide intelligence and interconnectivity to daily things.
- Obtain social or economic benefits.
- Borgia's domain classification.
  - Industrial
  - Health well-being.
  - Smart City.
- Home automation IoT application for the elderly and disabled.



# Model's Activity Flow



# Standards

- Two critical factors to achieve confidence.
  - Reliability of notifications.
  - Safety of information.
- The success of the model is subject to trust.
- ITU-T Recommendations:
  - Y.2060
  - Y.2066
  - F.748.0
- IoT potential depends in achieving trust.
- The challenge of upcoming standards is to focus on:
  - Security
  - Privacy

# Simulations

- To test the model 3 experiments were made.
- AT&T Database of Faces:
  - 40 different subjects.
  - 10 facial images per each subject.
  - Different lighting conditions, facial expressions and facial details.
- In each experiment 3 different houses were simulated.
- Every house has a different amount of people stored.
- In every experiment 1 of 2 parameters was changed:
  - The amount of people in every house.
  - The amount of images used for training the model.

# Experience 1

- Stored people per house:
  - House A: 5 individuals.
  - House B: 10 individuals.
  - House C: 15 individuals.
- Training: 6 images of each person.
- Testing: 4 images per individual.

<b>Experience 1</b>			
	House A	House B	House C
<b>True Known Positive (%)</b>	80.00	95.00	90.00
<b>True Unknown Positive (%)</b>	100.00	71.43	80.00
<b>Overall True Positive (%)</b>	<b>83.33</b>	<b>91.49</b>	88.57



## Experience 2

- Stored people per house:
  - House A: 7 individuals.
  - House B: 14 individuals.
  - House C: 21 individuals.
- Training: 6 images of each person.
- Testing: 4 images per individual.

<b>Experience 2</b>			
	House A	House B	House C
<b>True Known Positive (%)</b>	85.71	96.43	88.10
<b>True Unknown Positive (%)</b>	100.00	71.43	80.00
<b>Overall True Positive (%)</b>	87.50	93.65	87.23

# Experience 3

- **Stored people per house:**
  - House A: 7 individuals.
  - House B: 14 individuals.
  - House C: 21 individuals.
- **Training: 3 images of each person.**
- **Testing: 4 images per individual.**

<b>Experience 3</b>			
	House A	House B	House C
<b>True Known Positive (%)</b>	82.14	85.71	72.62
<b>True Unknown Positive (%)</b>	100.00	71.43	80.00
<b>Overall True Positive (%)</b>	84.38	84.13	73.40

# Conclusion

- Fingerprint recognition to improve the model.
- Future standards needs to guarantee security and privacy.
- The model promotes social inclusion.
- ICT are means to technological and social progress.

