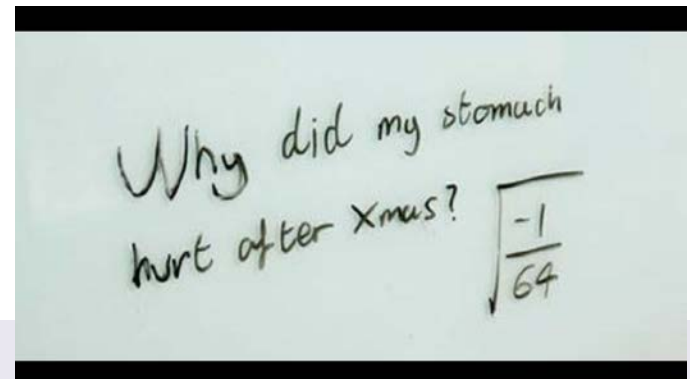
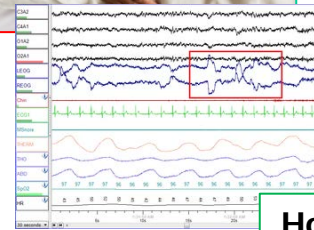
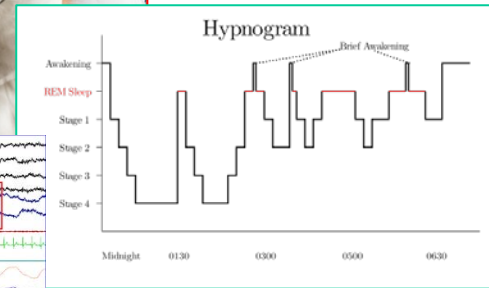


# Quantified human behavior

*#6 ... obvious business potential*



# Happy New Year!



How did you sleep last night?

## Human behavior as a resource

- What are the signals?
- .. and the challenges?

## 5 minute business bs

- AI = Augmented intelligence
- Prepare for IQ=1000
- Why connected brains?

## Mind reading internet

- Shift the focus from individual to social
- Internet of brains
- IoB v1.0: Connected hearing aids
- Brain state monitoring - where are we?

More direct access to our state of mind will revolutionize the ways we understand and interact with ourselves, our collaborators and our computers

Mobile brain scanning can be used to read wishes and plans, to improve diagnosis, medication, and rehabilitation

At DTU Compute we have build the first truly mobile brain scanner. The scan is a 3D image of the instantaneous brain activity.

My aim is to give everybody realtime access to their brains.



# Quick intro

Early work in machine learning introduced the **ensemble method** (IEEE PAMI 1990).

Since mid-90s work on systems neuroscience /neuroimaging: **first papers on mind reading** (PET, 1994) and (fMRI, 1997)

More recent work in ML on "**Variance inflation**"

kPCA (JMLR, 2011) and SVMs (PRL, 2013)

Recovering from undersampling biases for small samples in high-dimensional spaces

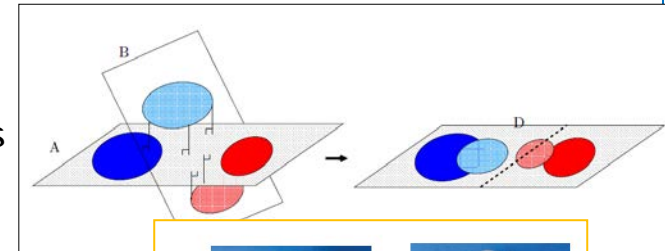
AISTATS 2016: "*Dreaming more data...*"

On deep learning with limited sample sizes

Active in the community for "mobile EEG":

The Smartphone Brain Scanner.

**New Scientist Nov 2011:** "Now you can hold your brain in the palm of your hand"



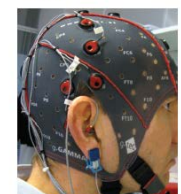
(a) An earplug with electrodes ERA, ERB and ERH visible.



(b) An earplug with electrodes and connector (opposite view of Figure 1(a)). Electrode ERE is visible.



(c) Right ear with earplug.



(d) Side view of test subject showing the recording setup.



Fig. 3. A user interacting with a 3D model of the brain using the handheld brain scanner device with touch-based interaction.

View of a right ear earplug and the Ear-EEG recording setup.

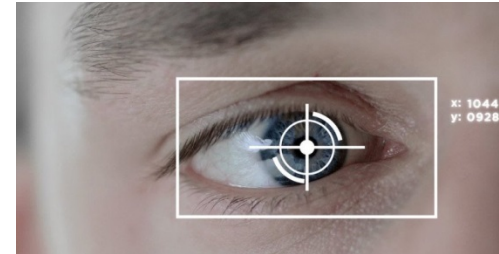
# Human behavior - what are the signals?

## Single subject measures

- Smartphones, watches: Mobility/GPS/Wifi triangulation, speech, eye-track, face recognition
- Quantified self devices: Fitbit, Jawbone,
- Medical devices – hearables, Cure4You,

*"Oticon Tego is directed by the DecisionMaker system, driven by (AI) Artificial Intelligence that processes sound intelligently. This super advanced form of computer processing. Artificial Intelligence is the process of performing logical operations enthused by the human brain.*

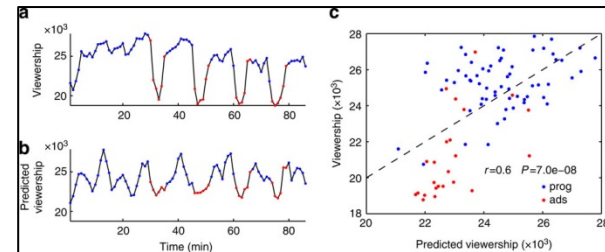
*The difference between AI-based and conventional instruments is distinct: AI-based instruments constantly adapt to particular situation where conventional instruments provide only a fixed response to selected types of sounds. AI-based, Oticon Tego evaluates the different sound processing options and selects the one guaranteed to give the clearest sound quality. "*



Oculus acquires eye-tracking startup The Eye Tribe

## Digital & Social media

- Deep decoding: Emotional states
- Media attention, shared attention in twitter
- Social patterns: Sensible DTU / Copenhagen network study



# Life-logging for evidence based living

*MyLifeBits* a Microsoft Research project. (ca 2001-05)

Inspired by Vannevar Bush's hypothetical Memex computer system.

<http://www.theatlantic.com/magazine/archive/1945/07/as-we-may-think/303881/>

The project included full-text search, text and audio annotations, and hyperlinks. The "experimental subject" of the project was computer scientist Gordon Bell, and the project aimed at collecting a lifetime of storage on and about Bell.

Jim Gemmell of Microsoft Research and Roger Lueder were the architects and creators of the system and its software.

<http://research.microsoft.com/en-us/projects/mylifebits/default.aspx>



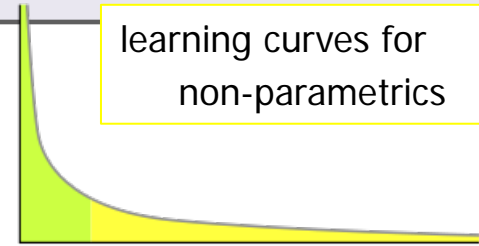
Gordon Bell



Quantified Self  
self knowledge through numbers

# Human behavior – modeling challenges

learning curves for  
non-parametrics  $\sim \log(N)/N$



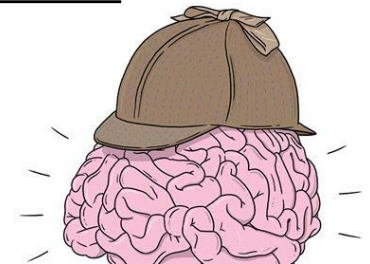
## Human variability => Individualization

- Power laws of human behavior (Song et al., 2010. *Limits of predictability in human mobility*, Science)
- Learning: The Power law of practise (Newell, A. and Rosenbloom, P.S., 1981. *Cognitive skills and their acquisition*, 1:1-55)
- Population measures have vanishing effect sizes..

“Replication crisis in psychology” -> Need a science of the individual  
based on the signals  
“Principia project”

## Important information is in “hidden variables” => neurotech

- Brain state: Motivation, vigilance, attention
- History: Individual conceptual spaces, experiences,
- Social dimensions - sensible DTU

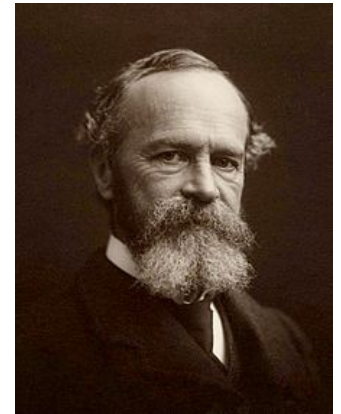


**“It is a capital mistake to theorize before one has data”**

## CHAPTER IV "Habit"

*"When we look at living creatures from an outward point of view, one of the first things that strike us is that they are bundles of habits."*

*"In wild animals, the usual round of daily behavior seems a necessity implanted at birth; in animals domesticated, and especially in man, it seems, to a great extent, to be the result of education. The habits to which there is an innate tendency are called instincts; some of those due to education would by most persons be called acts of reason."*

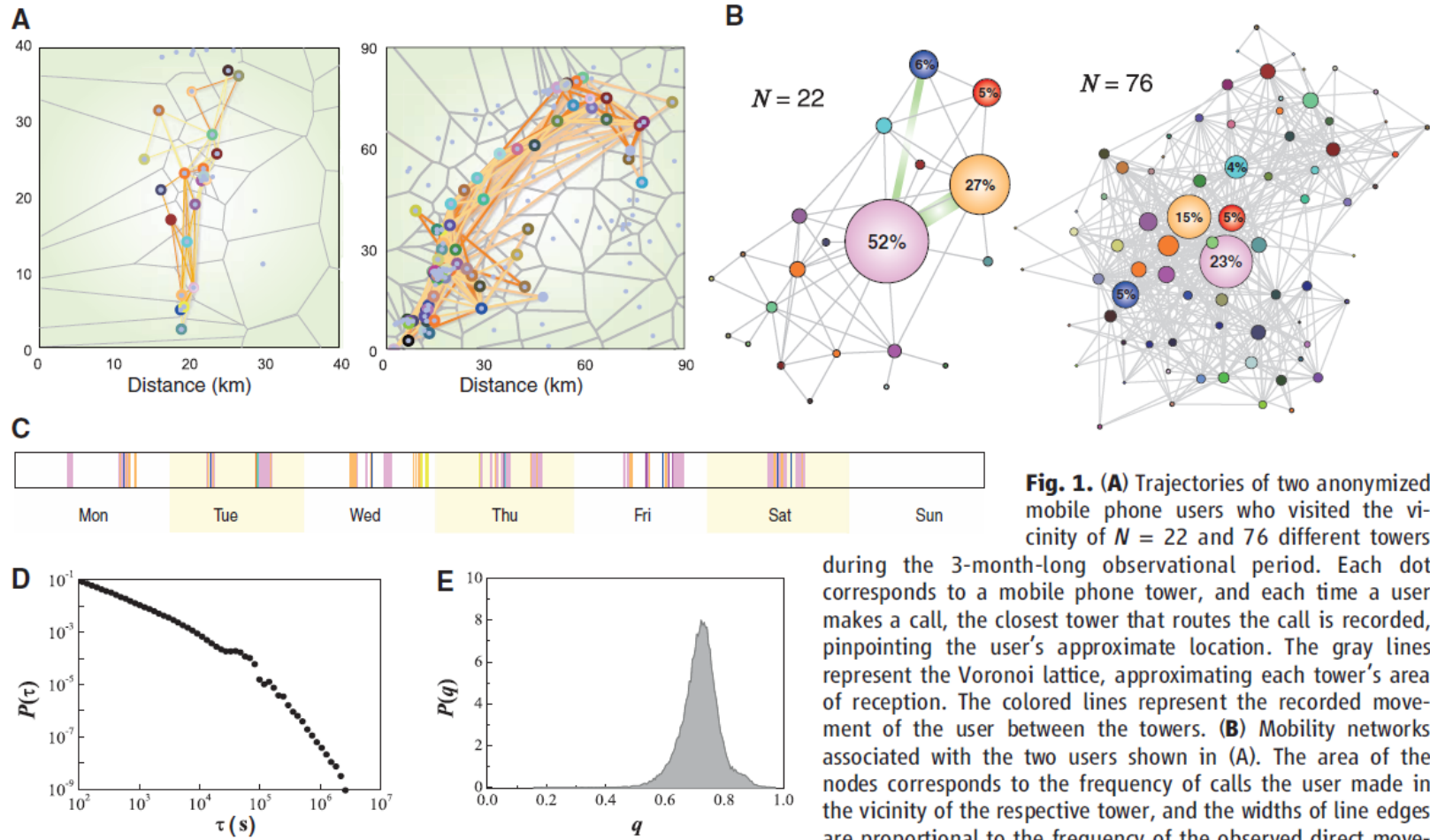


*"It thus appears that habit covers a very large part of life, and that one engaged in studying the objective manifestations of mind is bound at the very outset to define clearly just what its limits are."*

# Limits of Predictability in Human Mobility

19 FEBRUARY 2010 VOL 327 SCIENCE

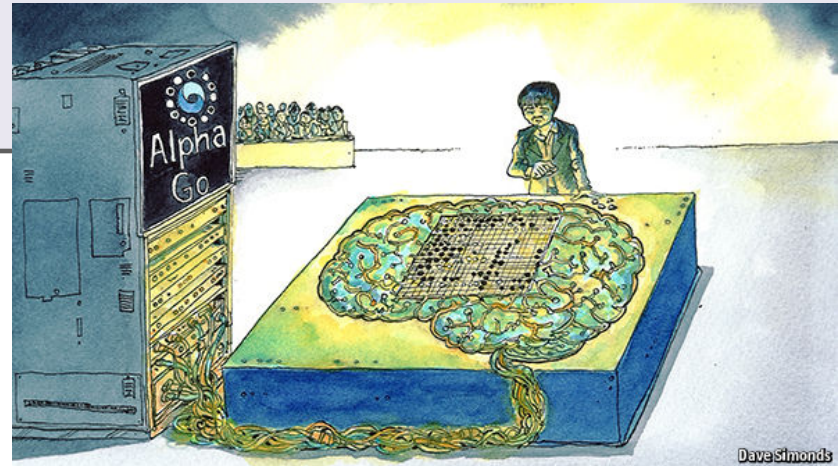
Chaoming Song,<sup>1,2</sup> Zehui Qu,<sup>1,2,3</sup> Nicholas Blumm,<sup>1,2</sup> Albert-László Barabási<sup>1,2\*</sup>



**Fig. 1. (A)** Trajectories of two anonymized mobile phone users who visited the vicinity of  $N = 22$  and 76 different towers

during the 3-month-long observational period. Each dot corresponds to a mobile phone tower, and each time a user makes a call, the closest tower that routes the call is recorded, pinpointing the user's approximate location. The gray lines represent the Voronoi lattice, approximating each tower's area of reception. The colored lines represent the recorded movement of the user between the towers. **(B)** Mobility networks associated with the two users shown in (A). The area of the nodes corresponds to the frequency of calls the user made in the vicinity of the respective tower, and the widths of line edges are proportional to the frequency of the observed direct movement between two towers. **(C)** A week-long call pattern that captures the time-dependent location of the user with  $N = 22$ . Each vertical line corresponds to a call, and its color matches the tower from where the call was placed. This sequence of locations serves as the basis of our mobility prediction. **(D)** The distribution of the time intervals between consecutive calls,  $\tau$ , across the whole user population, documenting the nature of the call pattern as coming in bursts (11). **(E)** The distribution of the fraction of unknown locations,  $q$ , representing the hourly intervals when the user did not make a call, and thus his or her location remains unknown to us.

# Outline



*AlphaGo - Lee Sedol  
3-1*

## Human behavior as a resource

- What are the signals?
- What are the challenges?

## 5 minute business bs

- AI = Augmented intelligence
- Prepare for IQ=1000
- Why connected brains?

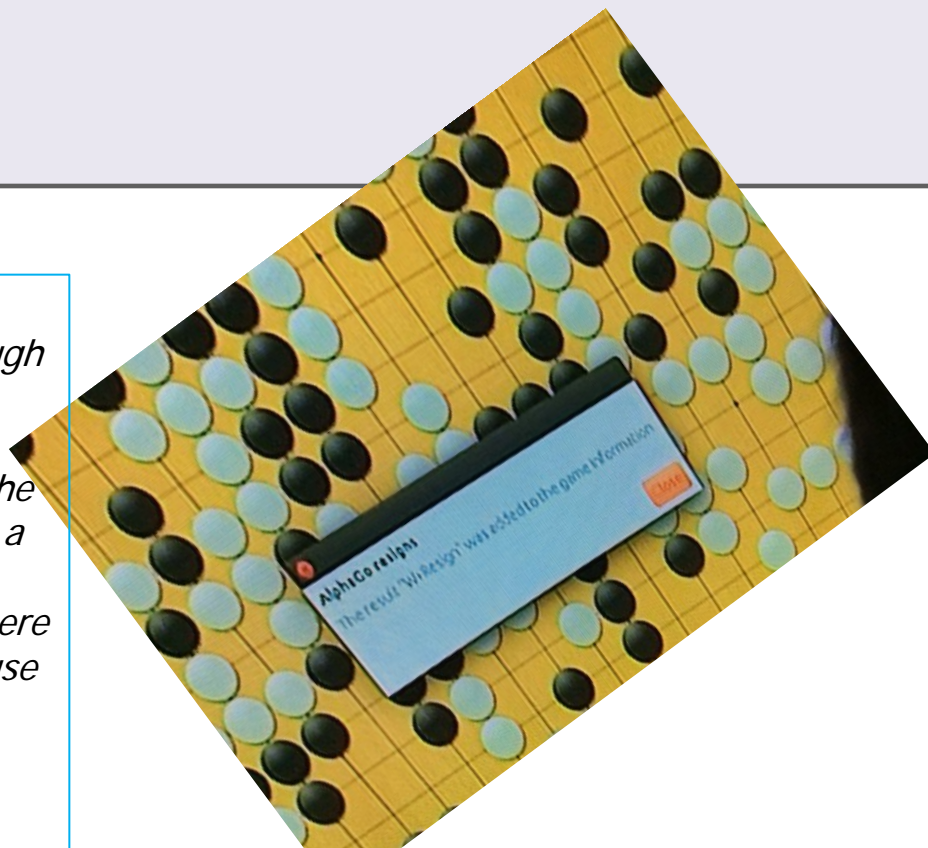
## Mind reading internet

- Shift the focus from individual to social - Internet of brains
- IoB v1.0: Connected hearing aids
- Brain state monitoring - where are we?

# How big is AlphaGo?

*"So far, machine learning is missing its separate condenser moment. So is AlphaGo a breakthrough on the path to emulating human intelligence? I think of it more as a trig point. It's certainly an important intermediate goal, a chance to map the landscape and take the odd photo, but it is just a stage on the journey and one that we already knew we would reach. We have however got there quicker than expected, and that is a natural cause for celebration."*

Neil Lawrence, Guardian Jan 28, 2016



[#AlphaGo](#) It is Lee vs 1,920 CPUs and 280 GPUs @ 3-4000 times the power consumed?... biology still rules  
[http://www.economist.com/news/science-and-technology/21694540-win-or-lose-best-five-battle-contest-another-milestone ...](http://www.economist.com/news/science-and-technology/21694540-win-or-lose-best-five-battle-contest-another-milestone...)

We find out by understanding from top players whether alphago has a style of its own, whether its coming up with something creative, and that's after all why we've chosen to play with lee sedol, because we need someone who can really push alphago and try something different every day and really try and stretch him, stretch alphago to its limits to see how it will respond in all these different situations asnd so I don't know what alphago will do. we create it but we just have to stand back and watch it like everyone else.

# AI = Augmented Intelligence

...Fan Hui once sat in much the same place. As we talk after the match, he clearly feels an enormous empathy for Lee Sedol, complaining about the online critics who have lambasted the Korean's play. "Be gentle with Lee Sedol," he says. "Be gentle." But as hard as it was for Fan Hui to lose back in October and have the loss reported across the globe—and as hard as it has been to watch Lee Sedol's struggles—his primary emotion isn't sadness.

As he played match after match with AlphaGo over the past five months, he watched the machine improve. But he also watched himself improve. The experience has, quite literally, changed the way he views the game. When he first played the Google machine, he was ranked 633rd in the world. Now, he is up into the 300s. In the months since October, AlphaGo has taught him, a human, to be a better player. He sees things he didn't see before. And that makes him happy. "So beautiful," he says. "So beautiful."



Wired, March 2016

# Prepare for ~~IQ~~ AI Q=1000

## Status on human vs. machines

POSTED ON MARCH 15, 2015 UPDATED ON NOVEMBER 21, 2016

Are computers beating humans. In mere simple number crunching yes, but also in more complex tasks.

Year	Domain	Description
2016	Lipreading	<a href="#">Lip Reading Sentences in the Wild</a> writes "... we demonstrate lip reading performance that beats a professional lip reader on videos from BBC television."
2016	Conversational speech recognition	Microsoft Research reports past human performance on benchmark datasets in <a href="#">Achieving human parity in conversational speech recognition</a>
2016	Geoguessing	Google's PlaNet: "In total, PlaNet won 28 of the 50 rounds with a median localization error of 1131.7 km, while the median human localization error was 2320.75 km" according to <a href="#">Google Unveils Neural Network with "Superhuman" Ability to Determine the Location of Almost Any Image</a>
2016	Go	DeepMind's AlphaGo beats best European Go player reported in January <a href="#">Mastering the game of Go with deep neural networks and tree search</a>
		ImageNet classification by Microsoft Research researchers with deep neural network, see <a href="#">Delving Deep into Rectifiers</a> :

## Recent Posts

How much does it cost to buy all my scientific articles?

"Overzealous business types"?

Guess which occupation is NOT the most frequent among persons from the Panama Papers

The Wikidata scholarly profile page

So what can we use Wikicite for?

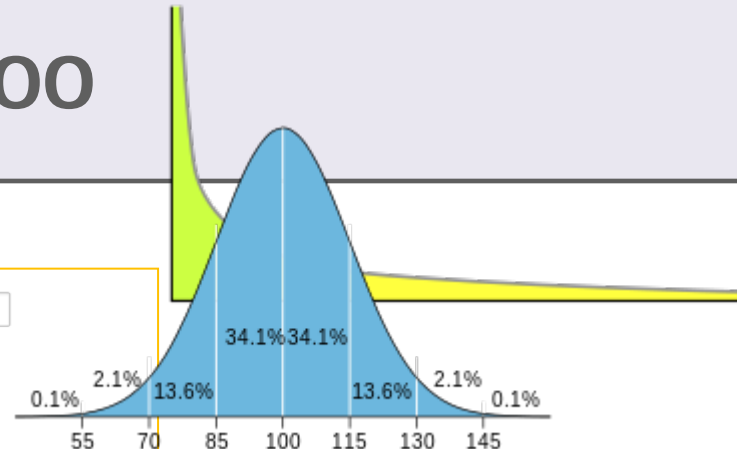
## Recent Comments

"Overzealous b... on [Metallica fan Milena Penkowa r...](#)



Finn Årup Nielsen on [Simplest sentiment analysis in...](#)

[Pravson Daniel](#) on [Simplest](#)

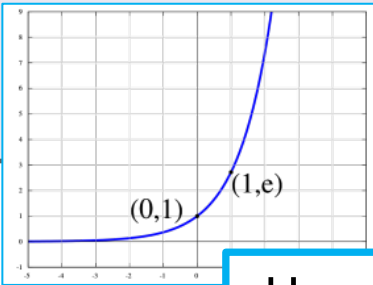


$IQ(\text{woman} + \text{computer}) > IQ(\text{computer})$

# Connected brains means business



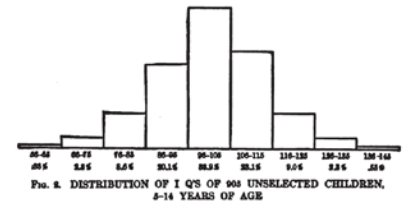
# Why?



Human progress and growth is driven by *division of labour* and *specialization* made possible by *communication*

Limiting factors to human progress and growth:

- *Intelligence*: our capacity for *deep specialization*
- *Communication*: our ability to *share*



Solutions for human progress and growth:

- *AI Augmented Intelligence*
- *B2B direct communication*
- A vision for *the effective society*



Fremtidens computere og mobiltelefoner behøver ikke at ligge i tasker eller bukselommer. Om få år kan de sidde på armen, næsen og andre steder på kroppen eller ligefrem i tøjet, vurderer eksperter.

Det er et stort skridt i retning mod fremtidens kropslære computere, som kan blive altpåen for såvel den bærbare computer som de mobiltelefoner, der kendes i dag. Men brillerne er bare et blandt flere projekter, der er på vej fra laboratorierne ud til brugerne.

»Vi forsøger hele tiden at forny os, hvad der bliver det næste, brugerne gerne vil have,« forklarer Googles danske talbede, Christine Sørensen, og tilføjer, at vi som brugere af smartphones allerede er vant til at have teknologien tæt på os.

Informationerne i Glass kan være alt fra kønssvejselindninger, smærter og Google søgninger, og de kan variere, alt efter hvor man befinder sig. Billedet i brugerens øjeblikke svarer til Google til en 25 timers tidslinje set fra 2,5 meters afstand. Det hele styres ved hjælp af stemmekom-

af forhold til midten, vi bruger netop på 1 dag, er værdsløsende computerne, som Glass, naturlige arytmiere for amariophones, siger han.

Brillerne er dog ikke nødvendigvis den mest oplagte computer for almindelige mennesker at tage på, mener Hanne-Louise de Johanneisen, som underviser på IT-Dns vernetet i København og er ekspert i såkaldte wearable computing. Hun er også partner i et firma, som arbejder på at indføre tværsiddende teknologi i net.

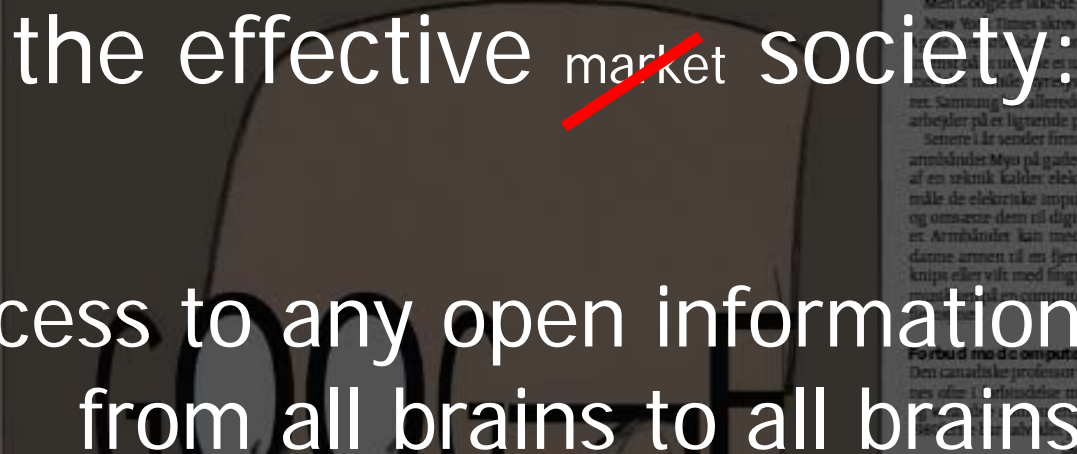
able ac

som ikke bare er meget stærkt, men også godt til at lede søm. Derfor kan det bruges til at lave søj, der indeholder computere og andre elektronisk udstyr.

»Lekestøtler rummer et enormt potentiale, siger Hanne Louise Johnsen og peger på fræktsteden forekomst og tælling inden for intelligente lekestøtler, der blandt andet kan donere medicin.

Hertjemme har firmaet Hyposafe samarbejdet med DTU-forskere været med til at udvikle diabetes-alarmen.

Ved hjælp af et lille apparat i huden kan patienter få besked om lavt blodtryk, kernerøvet, før det bliver farligere. Og på et universitet i Arizona har man udviklet intelligente stænger, der kan overvåge temperaturen og blodtrykket, så lægen ol-



the effective ~~market~~ society:

cess to any open information  
from all brains to all brains

Support productivity and well-being  
Respect democratic living and privacy

Og det er netop, hvad Google Glass forsøger at gøre, mener Lars Kai Hansen fra DTU.

Men Google er ikke de eneste på færet.

ity:

Senere i år sender firmaet Thalnic Laborarbejdere Myo på gaden, som ved hjælp af en særlig kaldet elektromyografi kan måle de elektriske impulser i musklerne og omsætte dem til digitale kommandoer. Arbejdere kan med andre ord ommande armen til en fjernbetjening, så enkelt eller vildt med fingrene kan standse en maskine som en musket eller sætte for

Forbidden domain computer killer

# Brains

66

Ligesom  
vi har lært at  
skubbe mobiliserings-

Men i sindehæ-  
ning til Google er  
Mazna nå med  
hjemme primært  
forbedre bære-  
kraften. Hans hvil-  
ler kan se varme,  
hjemme ansig-  
et og folk i sand-  
et se gadenavne  
på lang afstand.

Mann kritiserer Google Glass, som han mener fjeler

folk med for me-  
get uønsket information. Hanne-Louise  
Johannessen er enig i den kritik.

»Det virker lidt, som om Google Glass forsøger at gøre for mange ting på én gang«, siger hun.

# "Obvious business potential"

Human senses &  
brains are not  
optimal ...



list of cognitive biases  
in Wikipedia

<b>Ambiguity effect</b>	The tendency to avoid options for which missing information makes the probability seem "unknown." <sup>[8]</sup>
<b>Anchoring or focalism</b>	The tendency to rely too heavily, or "anchor," on one trait or piece of information when making decisions (usually the first piece of information that we acquire on that subject) <sup>[9][10]</sup>
<b>Attentional bias</b>	The tendency of our perception to be affected by our recurring thoughts. <sup>[11]</sup>
<b>Availability heuristic</b>	The tendency to overestimate the likelihood of events with greater "availability" in memory, which can be influenced by how recent the memories are or how unusual or emotionally charged they may be. <sup>[12]</sup>
<b>Availability cascade</b>	A self-reinforcing process in which a collective belief gains more and more plausibility through its increasing repetition in public discourse (or "repeat something long enough and it will become true"). <sup>[13]</sup>
<b>Backfire effect</b>	When people react to disconfirming evidence by strengthening their beliefs. <sup>[14]</sup>
<b>Bandwagon effect</b>	The tendency to do (or believe) things because many other people do (or believe) the same. Related to <a href="#">groupthink</a> and <a href="#">herd behavior</a> . <sup>[15]</sup>
<b>Base rate fallacy or base rate neglect</b>	The tendency to ignore base rate information (generic, general information) and focus on specific information (information only pertaining to a certain case). <sup>[16]</sup>
<b>Belief bias</b>	An effect where someone's evaluation of the logical strength of an argument is biased by the believability of the conclusion. <sup>[17]</sup>
<b>Bias blind spot</b>	The tendency to see oneself as less biased than other people, or to be able to identify more cognitive biases in others than in oneself. <sup>[18]</sup>
<b>Cheerleader effect</b>	The tendency for people to appear more attractive in a group than in isolation. <sup>[19]</sup>

[http://en.wikipedia.org/wiki/List\\_of\\_cognitive\\_biases](http://en.wikipedia.org/wiki/List_of_cognitive_biases)

# DTU mobility projects

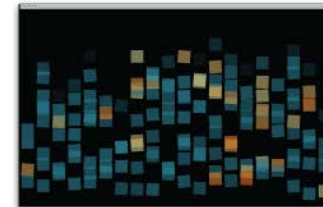
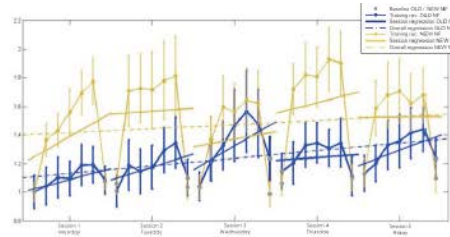
## Social EEG-

- Leaders and followers
- Joint attention

## Mobile real-time EEG Imaging

- Neurofeedback
- Digital media & emotion
- Bhutan Epilepsy Project

Ivana  
Konvalinka  
Simon  
Kamronn  
Andreas Trier  
Poulsen



Camilla Falk



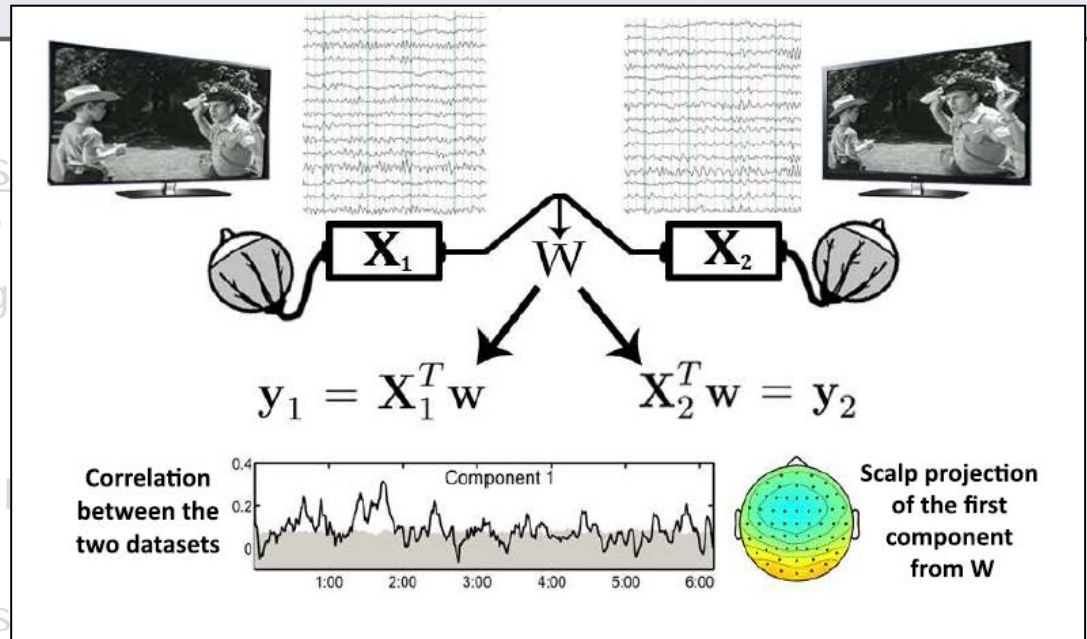
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- Brain state monitoring - where are we?

## Smartphone brain scanner

[https://www.youtube.com/watch?v=i\\_66KAOzXhU](https://www.youtube.com/watch?v=i_66KAOzXhU)

## Bhutan epilepsy project

<https://www.youtube.com/watch?v=Qkno9a0J9nM>

# Smartphone Brain Scanner

Based on the Emotiv wireless transmission mechanism  
w/ the EPOC head set or modified EasyCaps (Stefan Debener, Oldenburg)

Version SBS2.0 for generic Android platforms  
(Tested in Galaxy Note, Nexus 7,...)

<https://github.com/SmartphoneBrainScanner>

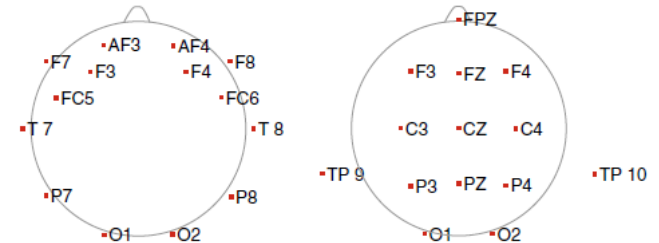
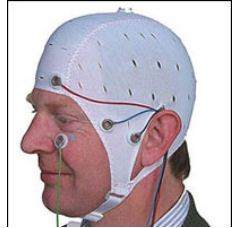
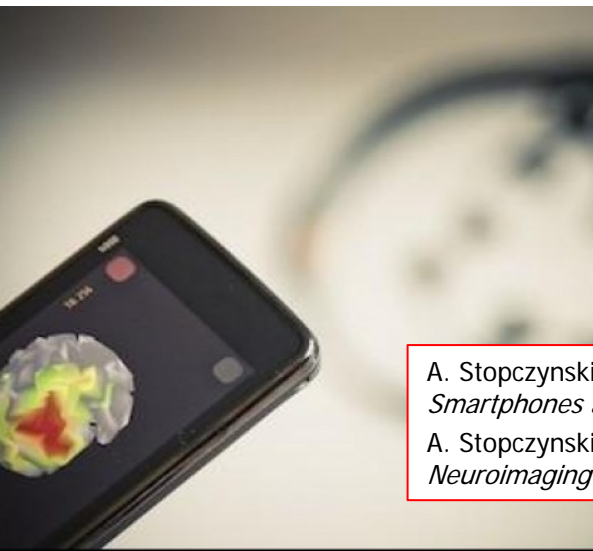
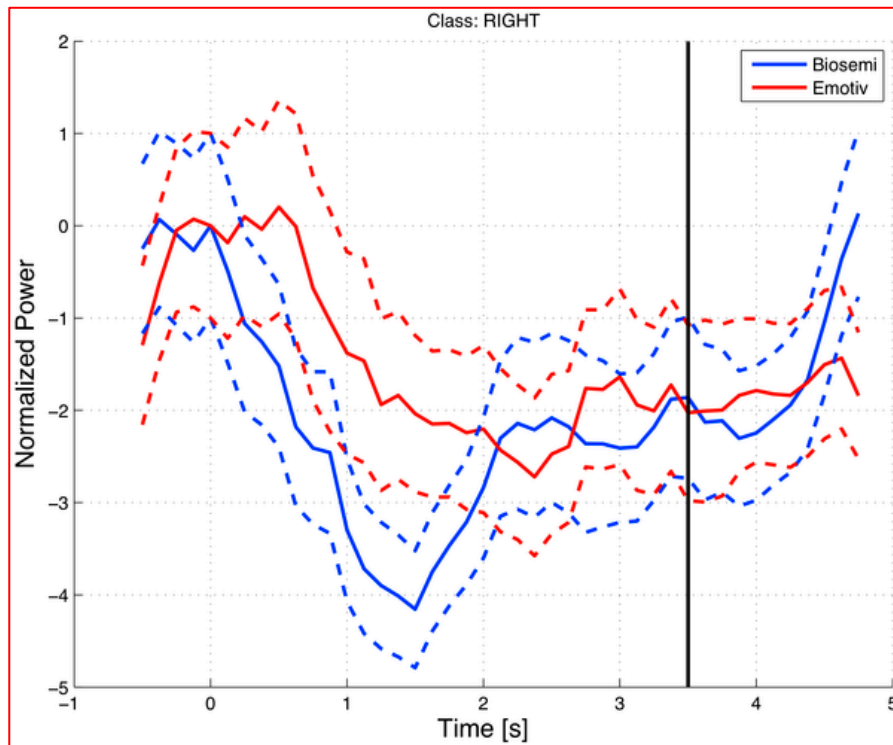


Fig. 5. Electrode locations for two mobile 16 channel EEG setups; the Emotiv neuroheadset using saline sensors positioned laterally (left), versus a standard gel-based EasyCap EEG montage including central and midline positions (right).



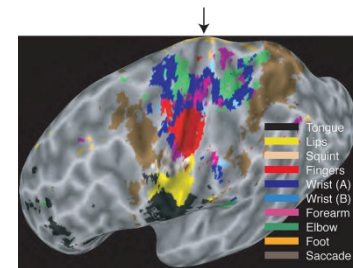
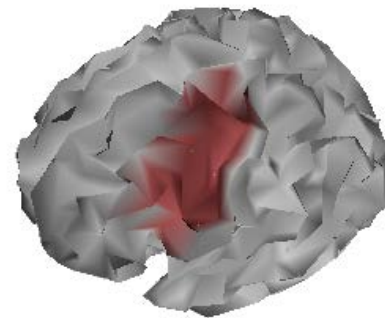
A. Stopczynski, C. Stahlhut, M.K. Petersen, J.E. Larsen, C.F. Jensen, M.G. Ivanova, T.S. Andersen, L.K. Hansen. *Smartphones as pocketable labs: Visions for mobile brain imaging and neurofeedback*. Int J. of Psychophysiology, (2014).  
A. Stopczynski, C. Stahlhut, J.E. Larsen, M.K. Petersen, L.K. Hansen. *The Smartphone Brain Scanner: A Portable Real-Time Neuroimaging System*. PloS one 9 (2), e86733, (2014)

# Do we get meaningful 3D images?



Imagined finger tapping  
Left or right cued (at  $t=0$ )

Signal collected from an  
AAL region ( $n=80$ )

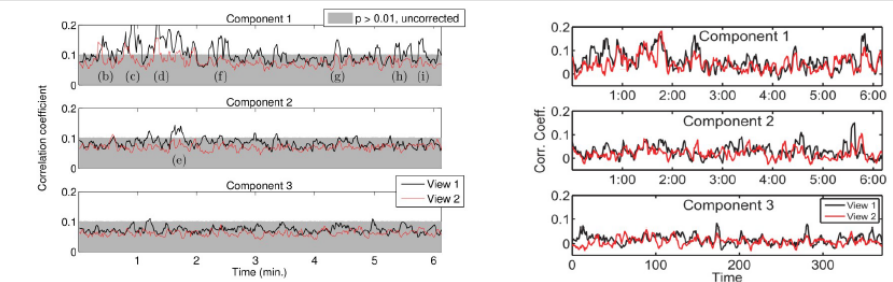
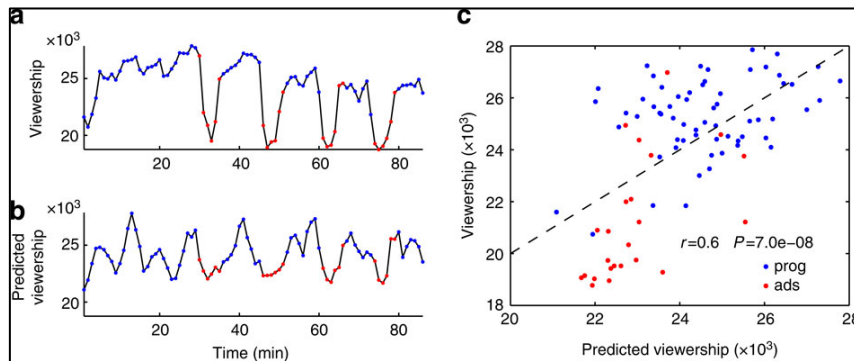
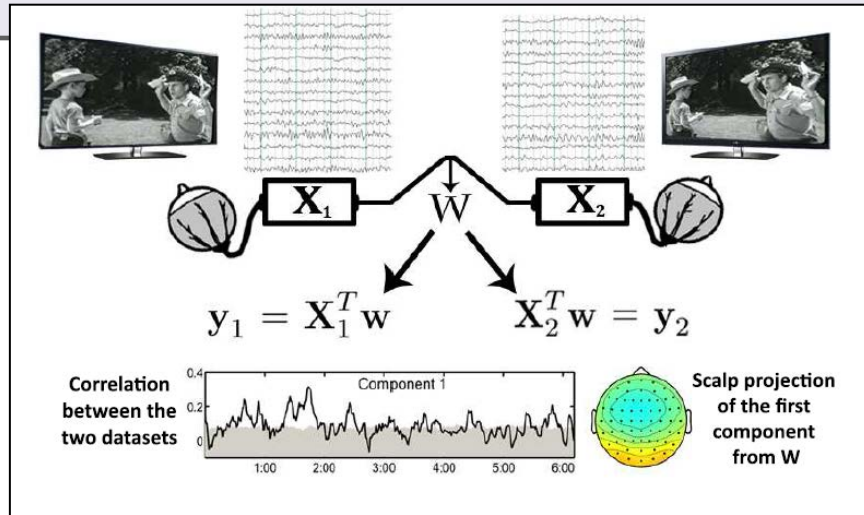


Meier, Jeffrey D., Tyson N. Aflalo, Sabine Kastner, and Michael SA Graziano. Complex organization of human primary motor cortex: a high-resolution fMRI study. *Journal of neurophysiology* 100(4) :800-1812 (2008).

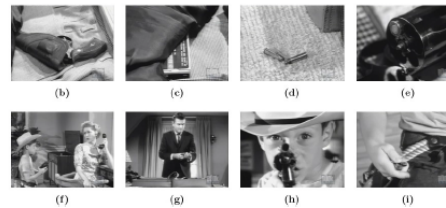
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A. Stopczynski, C. Stahlhut, J.E. Larsen, M.K. Petersen, L.K. Hansen. *The Smartphone Brain Scanner: A Portable Real-Time Neuroimaging System*. *PLoS one* 9 (2) :e86733 (2014)

# EEG in the classroom



(a) Inter subject correlation of *Bang! You're Dead* from the three first components of viewing 1 and 2 the Single condition and indices corresponding to stills from the film



From Parra's experiment

JP. Dmochowski et al, "Correlated components of ongoing EEG point to emotionally laden attention a possible marker of engagement?" *Frontiers of Human Neuroscience*, 6:112, April 2012.

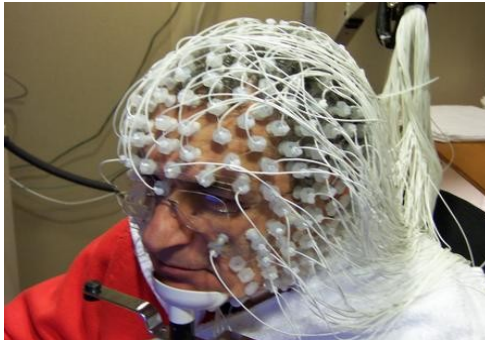
JP. Dmochowski et al, "Audience preferences are predicted by temporal reliability of neural processing", *Nature Communications* 5: 4567, 2014.

AP Poulsen et al. "EEG in the classroom: Synchronised neural recordings during a video presentation." *arXiv:1604.03019* (2016).

# 24/7 Neurotechnology - with Aarhus Univ, Roskilde Sygehus, Hyposafe/Widex

## Connect lab neuroscience and everyday life

Conventional EEG system



High-performance research  
and clinical EEG system

Wearable EEG system



Discreet, unobtrusive and user-  
friendly assistive devices for  
everyday life

Ear-EEG/Hyposafe device



Smartphone data

Brain state representations connected by machine learning

# Neurotech: Ear-EEG

## Aim:

A discrete, non-invasive solution for long time recording in the wild

## Status

EarEEG is a well-established technology  
Classical EEG reproduced: Sustained and event related responses to audio and visual stimulus

**High mutual information between ear and scalp EEG**



(a) An earplug with electrodes ERA, ERB and ERH visible.



(b) An earplug with electrodes and connector (opposite view of Figure 1(a)). Electrode ERE is visible.



(c) Right ear with earplug.



(d) Side view of test subject showing the recording setup.

Fig. 1. View of a right ear earplug and the Ear-EEG recording setup.

Kidmose, P, et al. "Ear-EEG from generic earpieces: A feasibility study." *Engineering in Medicine and Biology Society (EMBC), 2013 35th Annual International Conference of the IEEE*. IEEE, 2013.

# Hyposafe's subcutaneous EEG

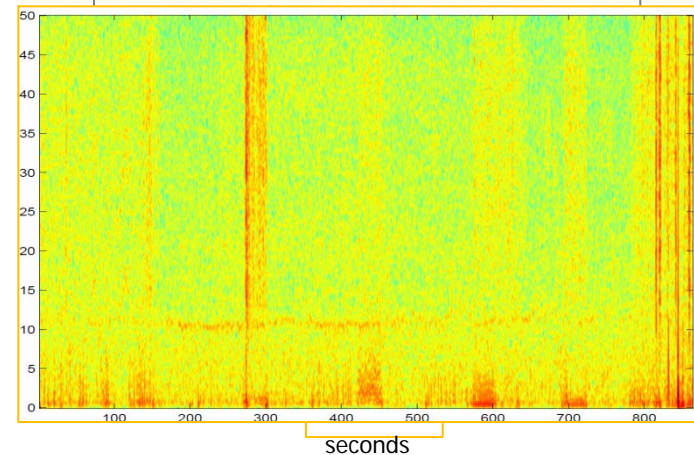
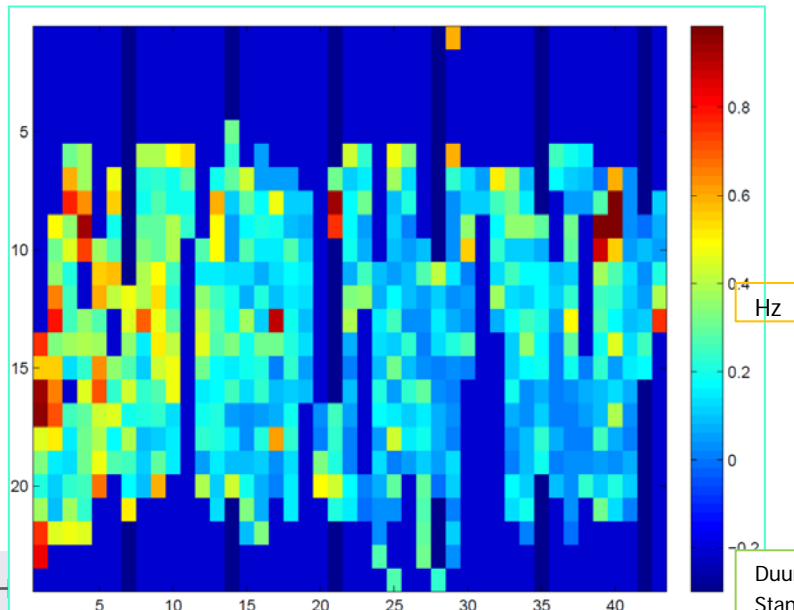
**Permanent recording** in the wild -  
build for decoding hypoglaemia risk

## Status

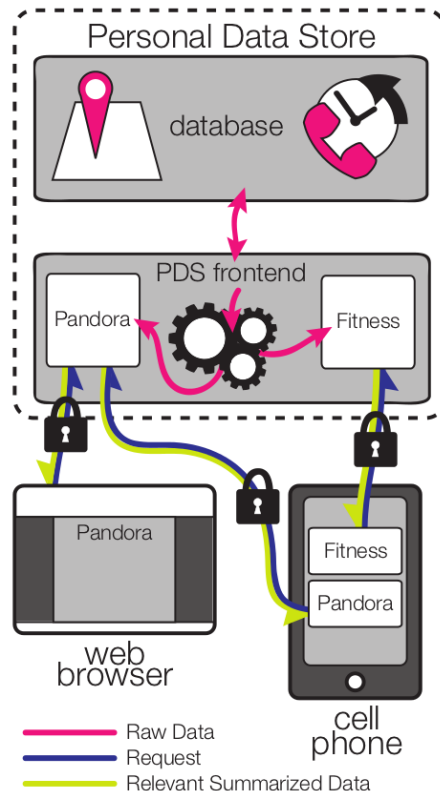
Very stable subcutaneous electrode

Magnetic coupling (signal  $\leftrightarrow$  power) with  
outside ear piece

Signal highly correlated with surface electrode  
in same location.



# Privacy... it's human to share



## Intuitive data

Images, speech, economical, commercial, location, individual thoughts

## Non-intuitive data

Health: diet, complete motion patterns

Physiology: heart beat, skin resistance, gaze, brain data, your mind set

Sandy Pentland calls for **"a new deal on data"** with three basic tenets:

- 1) you have the right to possess your data,
- 2) to control how it is used,
- 3) to destroy or distribute it as you see fit.

## Privacy for Personal Neuroinformatics

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# Thank you!

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