Innovative Technologies and Tech Trends

Brian Pichman

@BPichman

Evolve Project

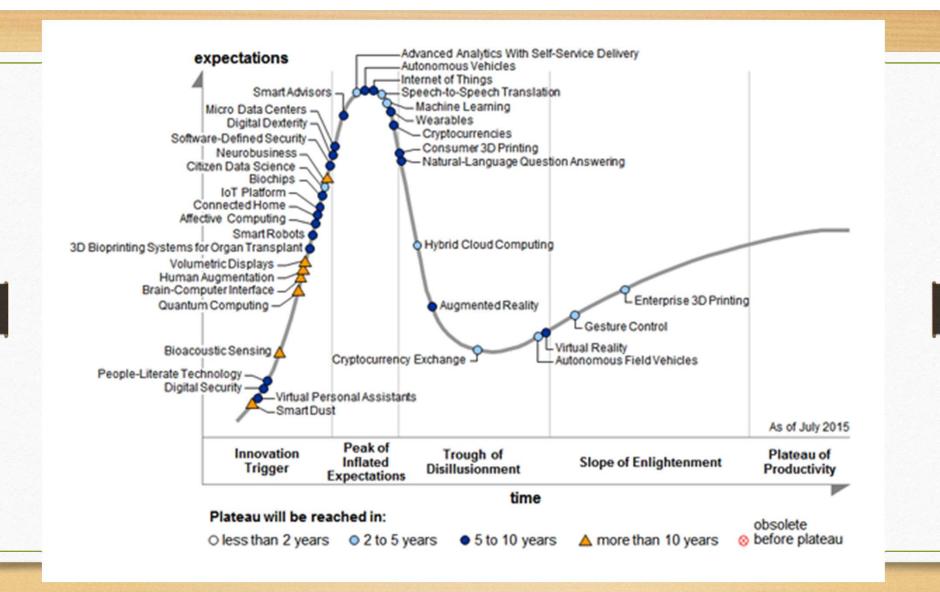
Technology Is All Around Us

Connected Lives

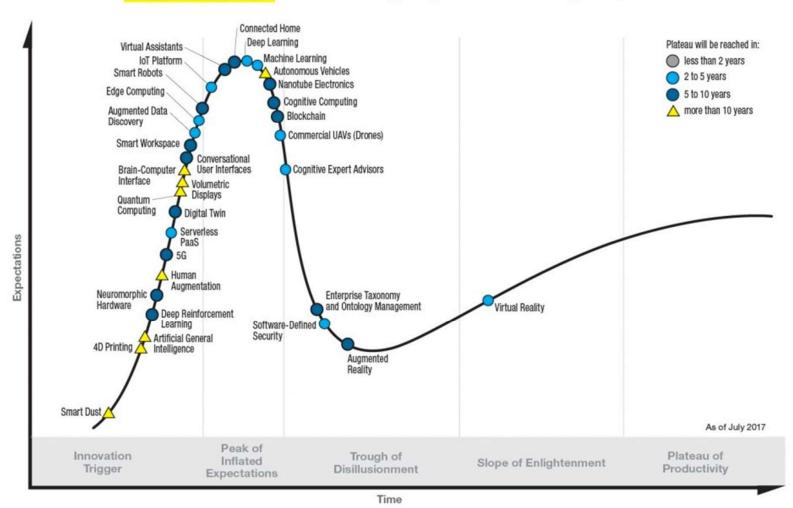
- "internet of things" Smart Homes, Smart Cars, Smart Classrooms
- AIs, Robots
- Big Data and Security
- New Technology



Figure 1. Hype Cycle for Consumer Technologies, 2007 visibility Legal File Sharing/Legitimate P2P Fixed-Mobile Digital Video Broadcasting - Handheld Converged Voice Service Mobile TV Broadcasting Ultramobile Devices - HD Optical Disc Players Network DVR -PC-Based Media Center Portable Personality -Video on Demand Terrestrial Digital Radio (HD Radio) Digital Terrestrial TV IPTV Wireline Home Networking OLED TVs -Mobile TV Streaming (Dedicated Ethernet Wiring) Microprojectors -Online Game Consoles Portable Media Players Digital TV Widgets 0 (Cable and Satellite) Household Wi-Fi Wireline Home Networking Bluetooth in Automobiles (Coaxial and Residential VolP Power Line) Media Distribution via Consumer Telematics Game Consoles Broadband Video Mobile Video on Demand on Demand **HDTV Displays** Next-Generation Satellite Digital Video Recorders Interactive TV Video Chat Over IP As of July 2007 Peak of Technology Trough of Plateau of Inflated Slope of Enlightenment Trigger Disillusionment **Productivity** Expectations time Years to mainstream adoption: obsolete ● 5 to 10 years △ more than 10 years Ø before plateau Source: Gartner (July 2007)



Gartner Hype Cycle for Emerging Technologies, 2017



Three Trends

Al Everywhere

Deep Learning
Deep Reinforcement Learning
Artificial General Intelligence
Autonomous Vehicles
Cognitive Computing
Commercial UAVs (Drones)

Conversational User Interfaces

Enterprise Taxonomy
Ontology Management
Machine Learning
Smart Dust
Smart Robots
Smart Workspace



Transparently Immersive Experiences

4D Printing Augmented Reality Brain-Computer Interface

Connected Home

Human Augmentation Nanotube Electronics

Virtual Reality Volumetric Displays



Digital Platforms

5G Digital Twin Edge Computing Blockchain IoT Platform Neuromorphic Hardware Quantum Computing Serverless PaaS Software-Defined Security



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Source: Gartner
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Gartner.

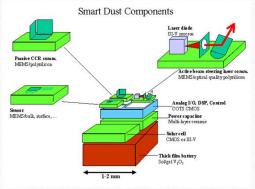
Did that really say.....

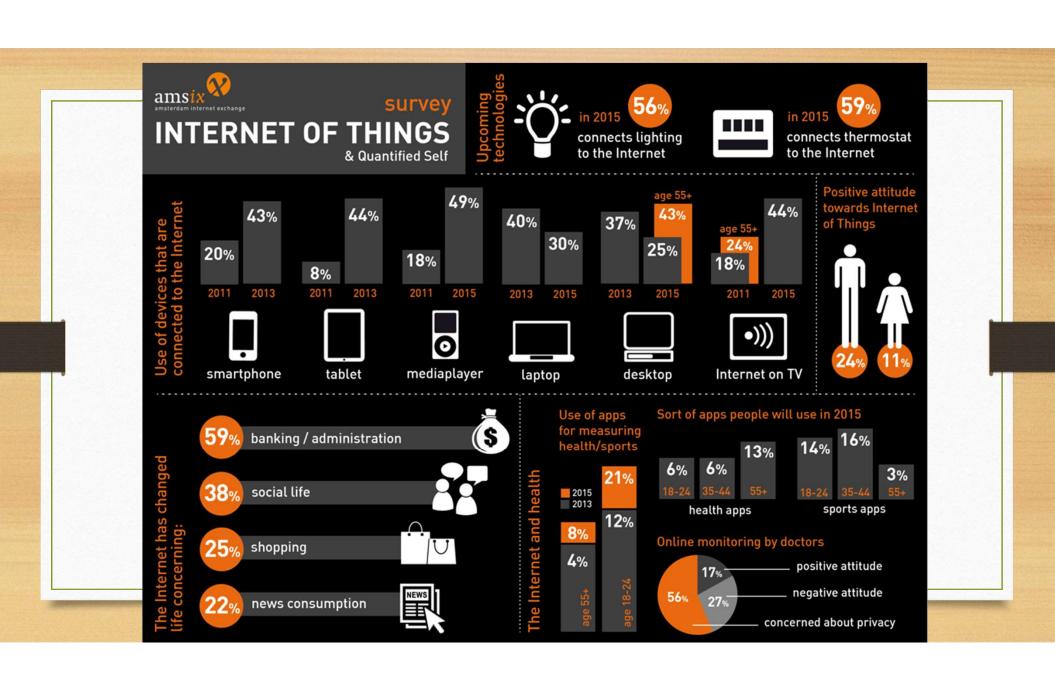
- 4D Printing?
 - https://www.ted.com/talks/skylar-ti- bbits the emergence of 4d printing
 - The idea of printing something that can change over time (so the fourth dimension would be time)
 - "Think: a printed cube that folds before your eyes, or a printed pipe able to sense the need to expand or contract."

• Smart Dust?

• is a system of many tiny devices that have sensors, cameras, and more that can detect light, vibration, chemicals,

you name it.





What is Internet of things?- Different Definitions

Definition: 9

Internet of Things will connect world's objects in both a sensory and intelligent manner through combining technological developments in

- Item identification ("tagging things")
- Sensors and wireless sensor network ("feeling things")
- Embedded systems ("thinking things")
- Nanotechnology ("shrinking things")

Definition: 10

The Internet of things, also known as the Internet of objects, refers to the networked interconnection of everyday objects. It is described as a self configuring wireless network of sensors whose purpose would be to interconnect all things.

Internet of Things - Home

- Convenience
 - Automation
 - Energy Savings
 - Track Energy Usage

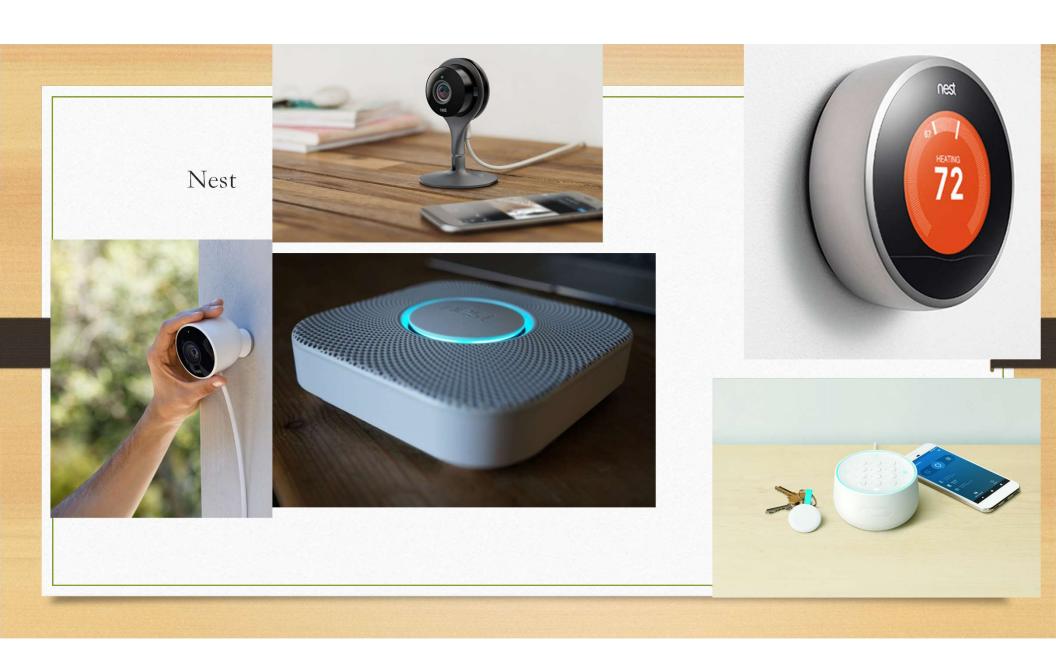
- Security
 - Alarms, Lights, Cameras
 - Log of who unlocked doors, walked past sensors, who arrived home all with time stamps.

Samsung: SmartThings













All In One Systems





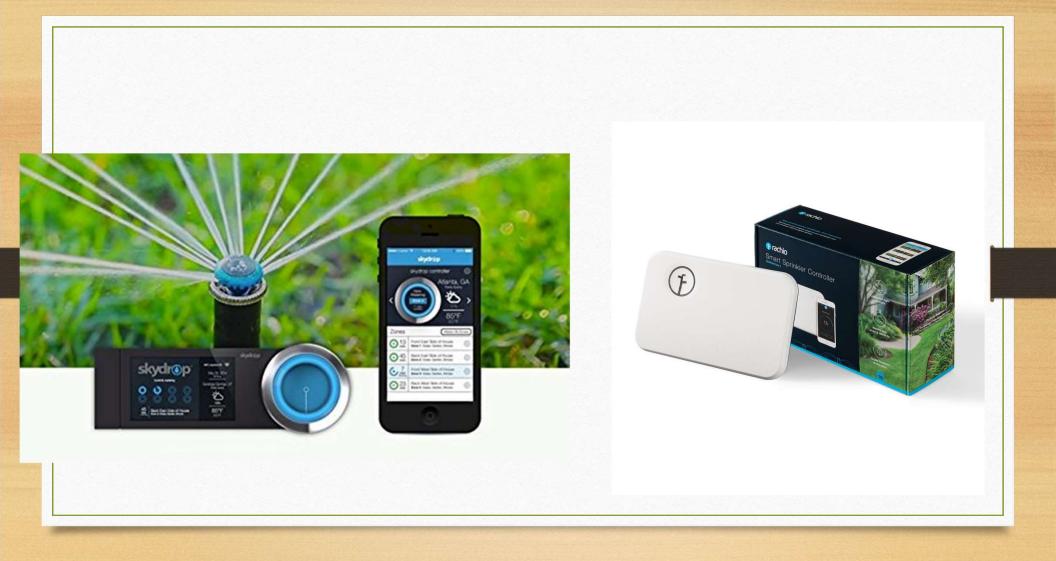


PIPER

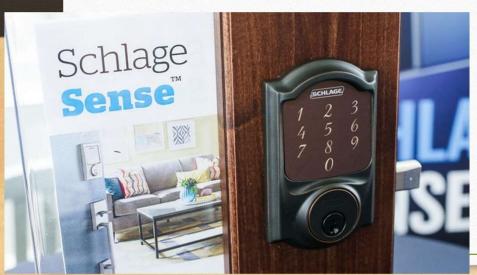
ZMODO PIVOT

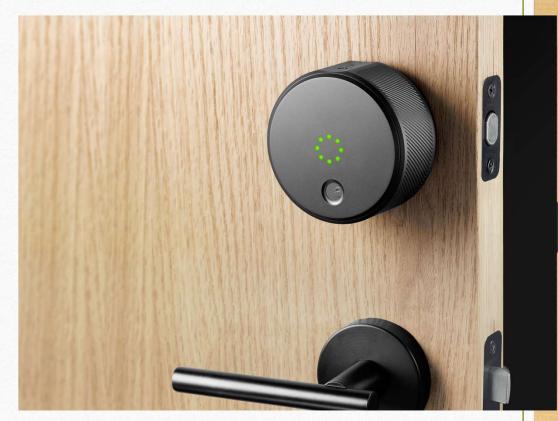
CANARY

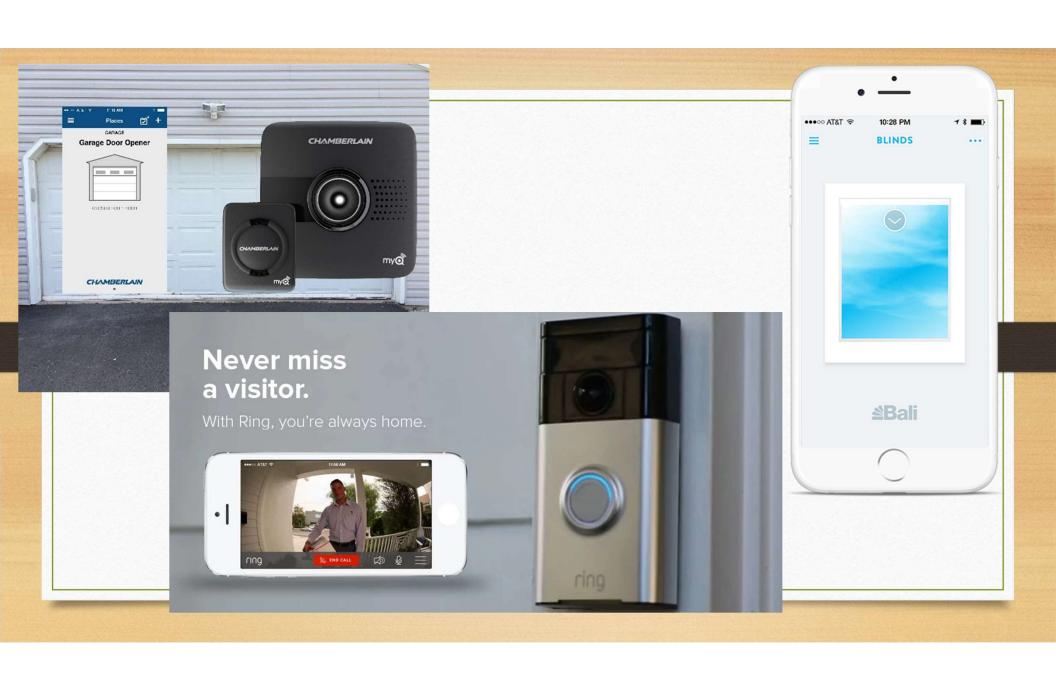


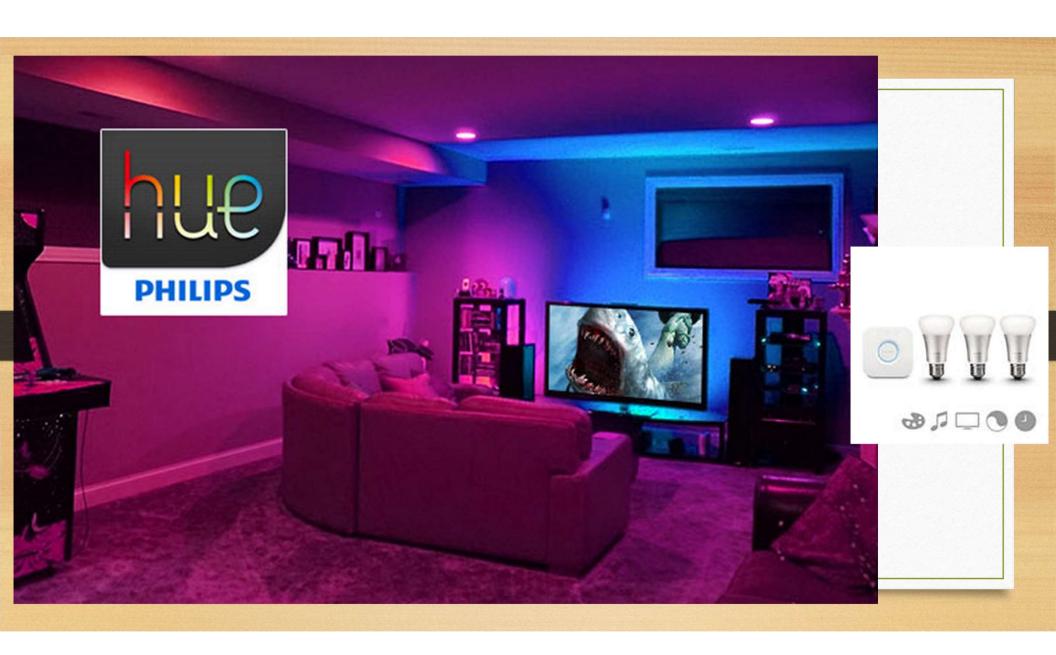








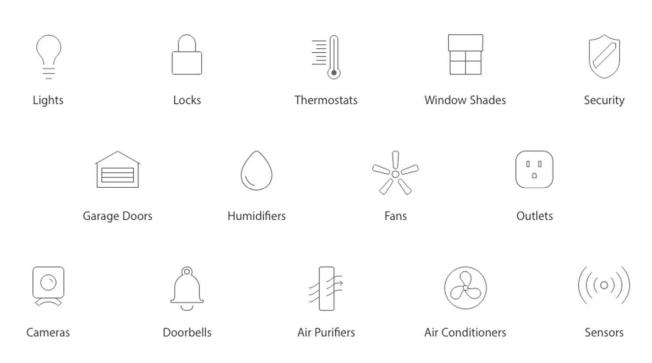




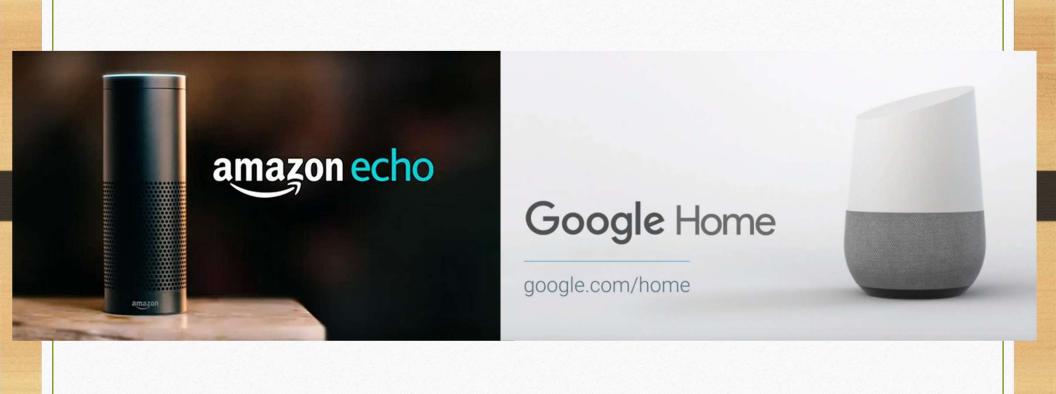
So many accessories. One easy way to control them.

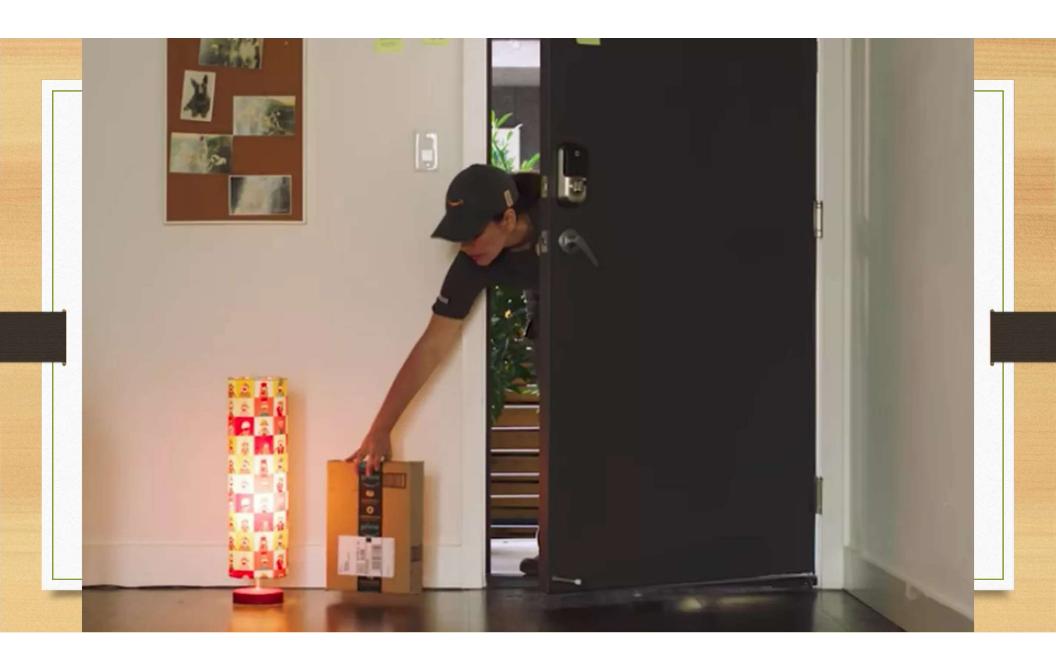
No matter which compatible accessories you choose, the Home app makes it easy to set up and control all of them, all from one place. Over 50 brands worldwide are committed to providing products that are compatible with the HomeKit framework, and the number of available accessories is growing every day. And each of these products is reviewed and approved by Apple to help ensure your security when you use it.

Shop the Apple site for HomeKit-enabled products >







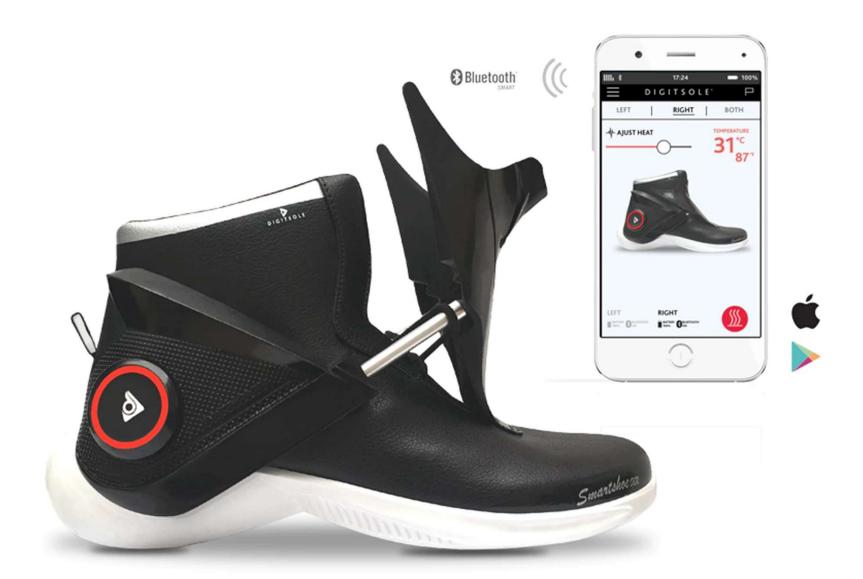


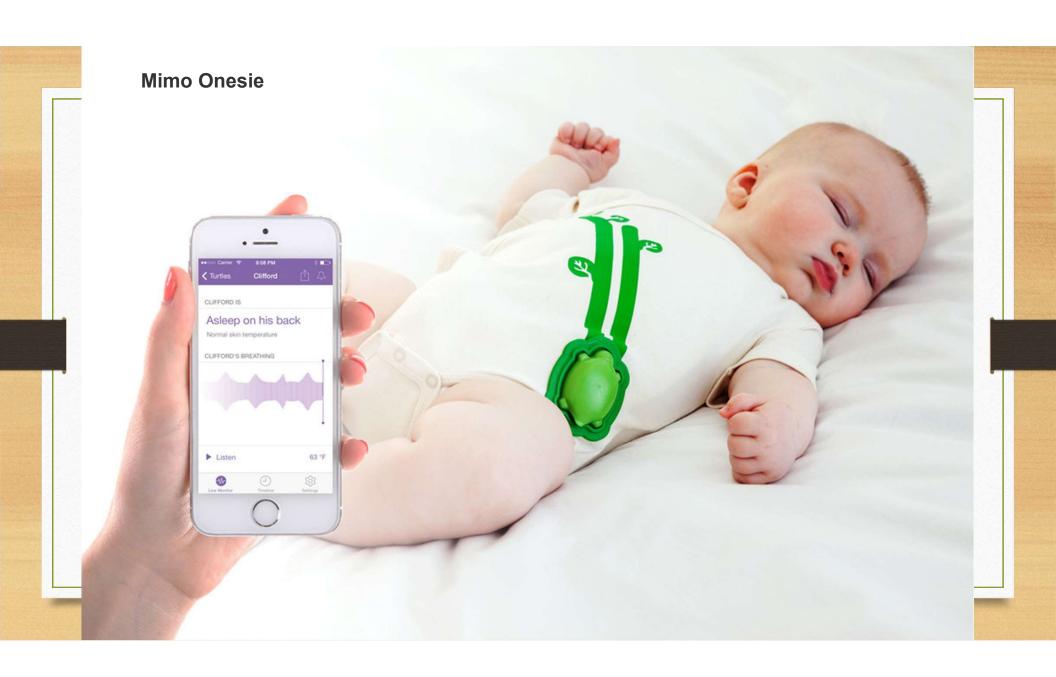
Internet of Things - Self

- Gamification of Health
 - Compete with friends with:
 - Steps
 - Calories Burned
 - Food Eaten

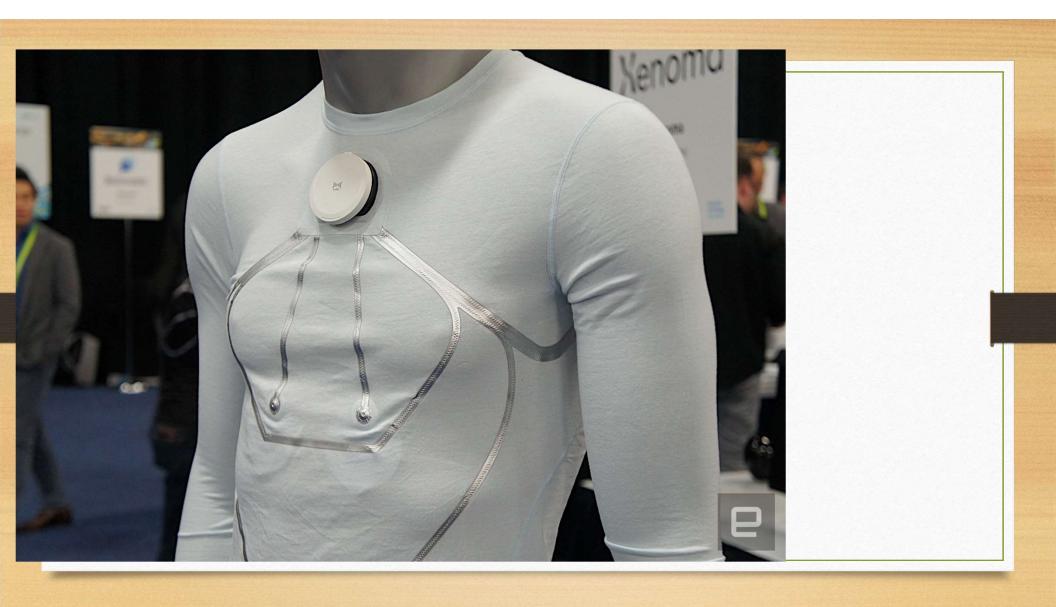
- Tracking
 - Movement
 - Health
 - Where you left "things"

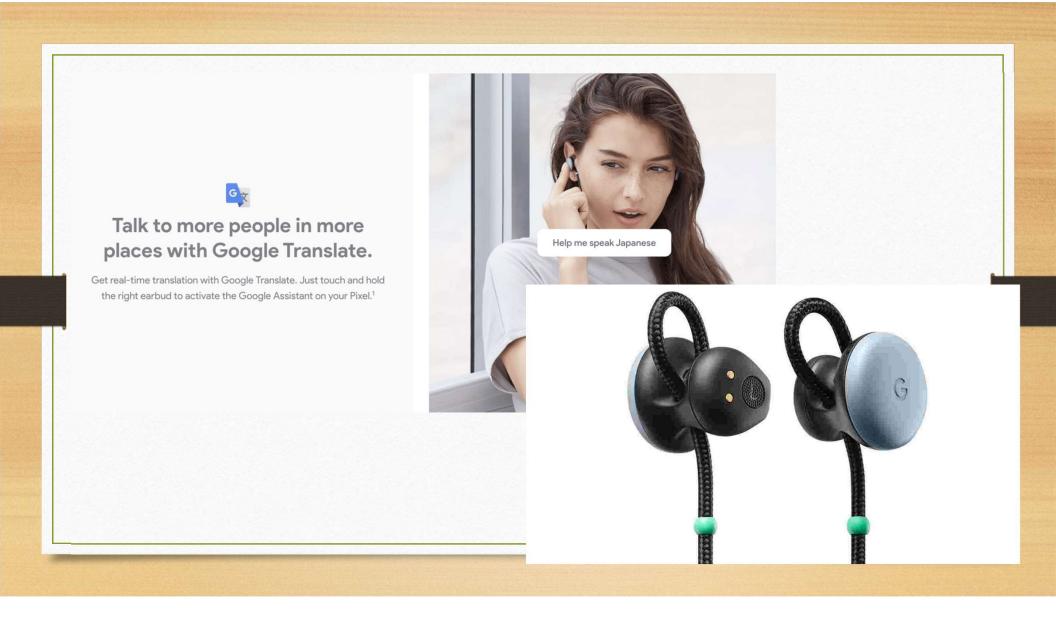




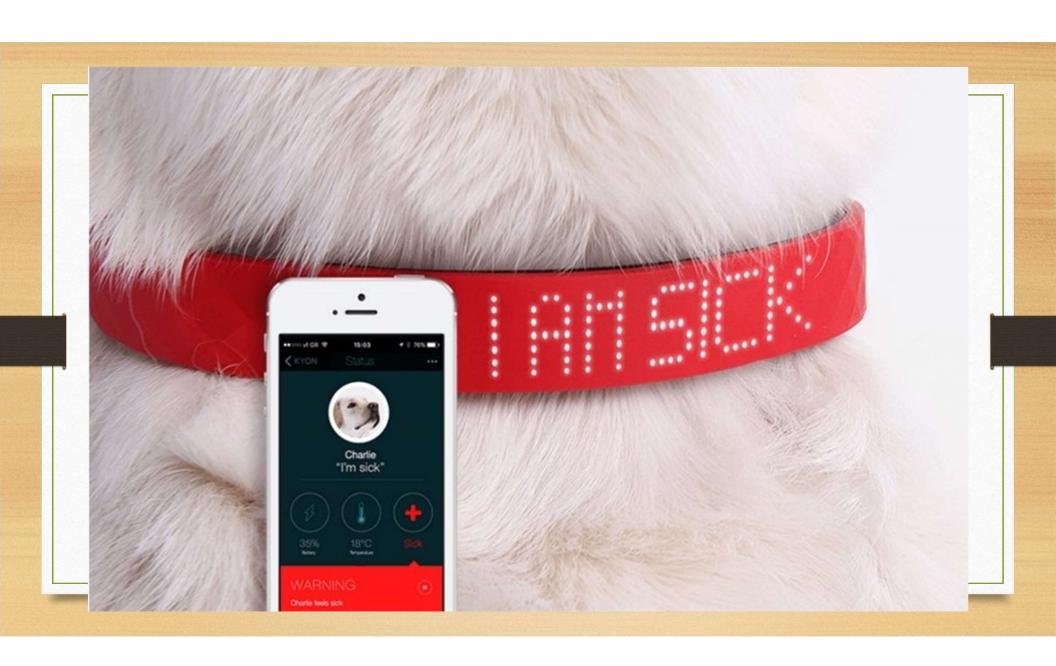


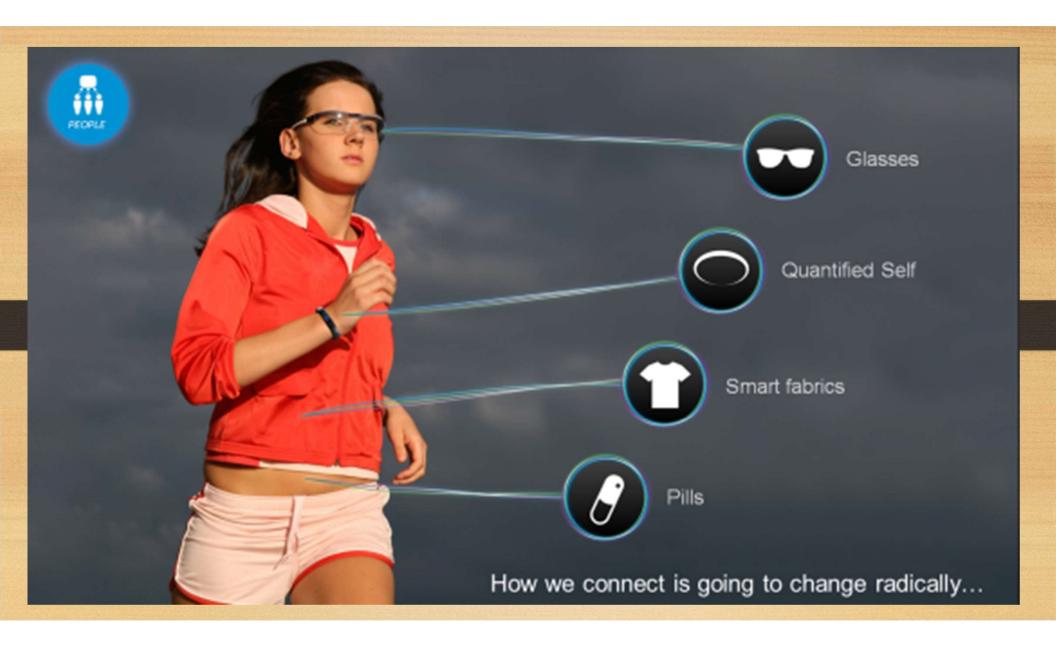










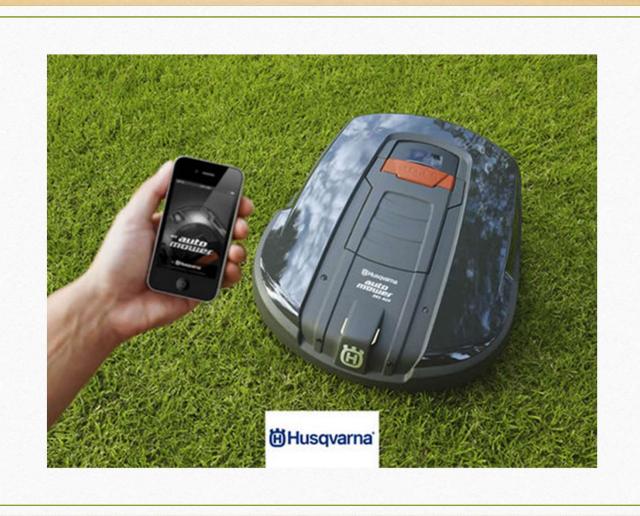


Internet of Things - Robotics



- Convenience and Efficiency
- Automatic and "Safe"



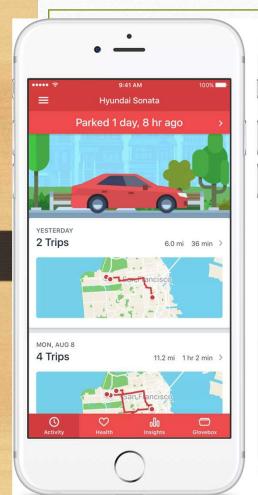


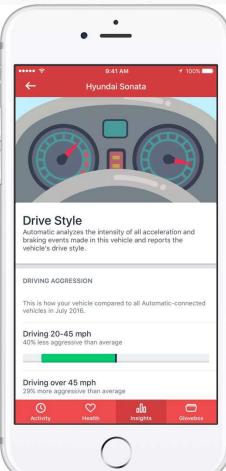


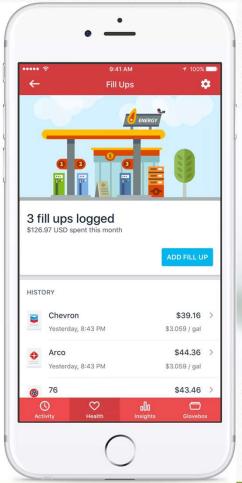












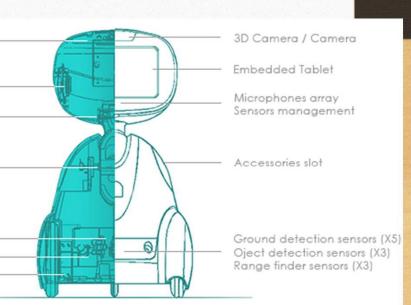




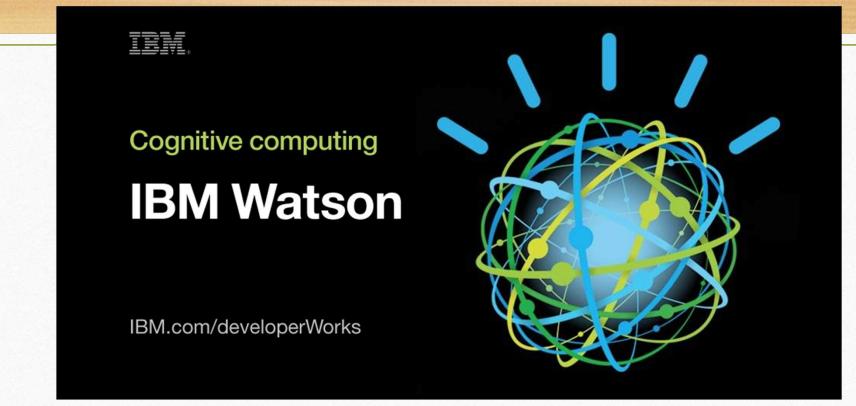






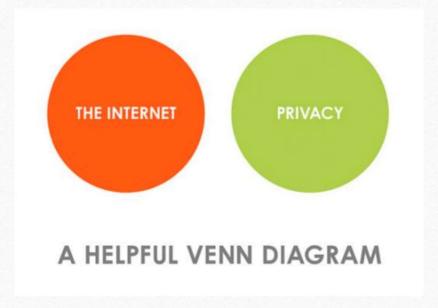






Watson is a question answering computer system capable of answering questions posed in natural language, developed in **IBM**'s DeepQA project by a research team led by principal investigator David Ferrucci. **Watson** was named after **IBM's** first CEO, industrialist Thomas J. **Watson**.

Big Data



Everything is connected

- Faster Internet Speeds for Mobile (5G)
- 77% of Americans own a Smart Mobile Device
- Check out your website statistics how many mobile users versus desktop users visit your page.



"90% of data today was produced in the last 2 years."

-Renee James, President of Intel

Augmented and Virtual Reality

- Augmented
 - Physical with Virtual Overlay

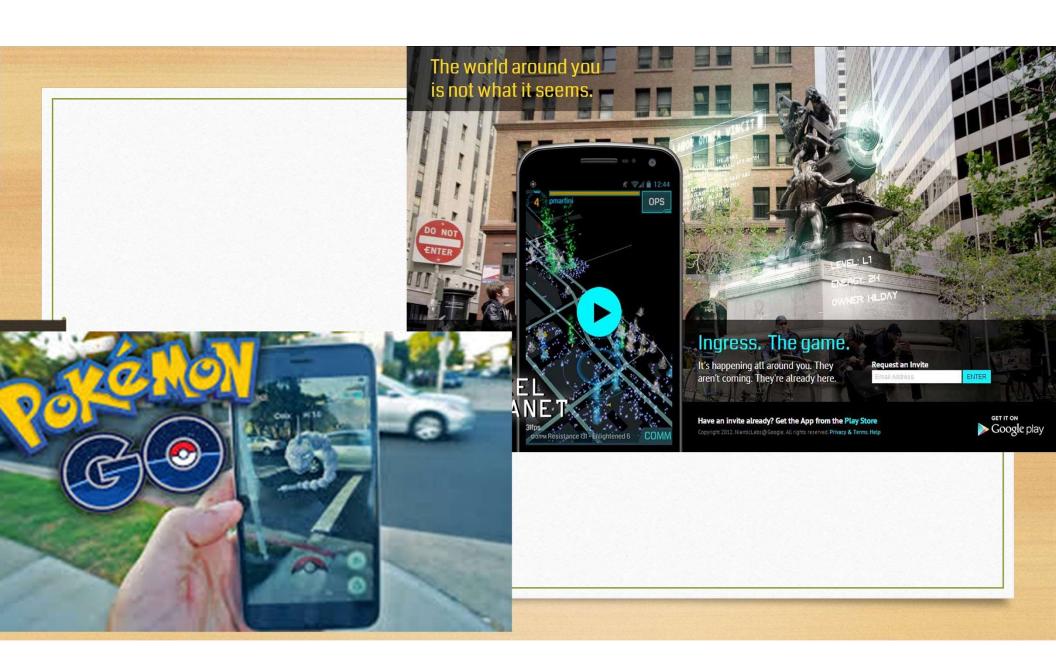
- Virtual
 - Fully Immersive





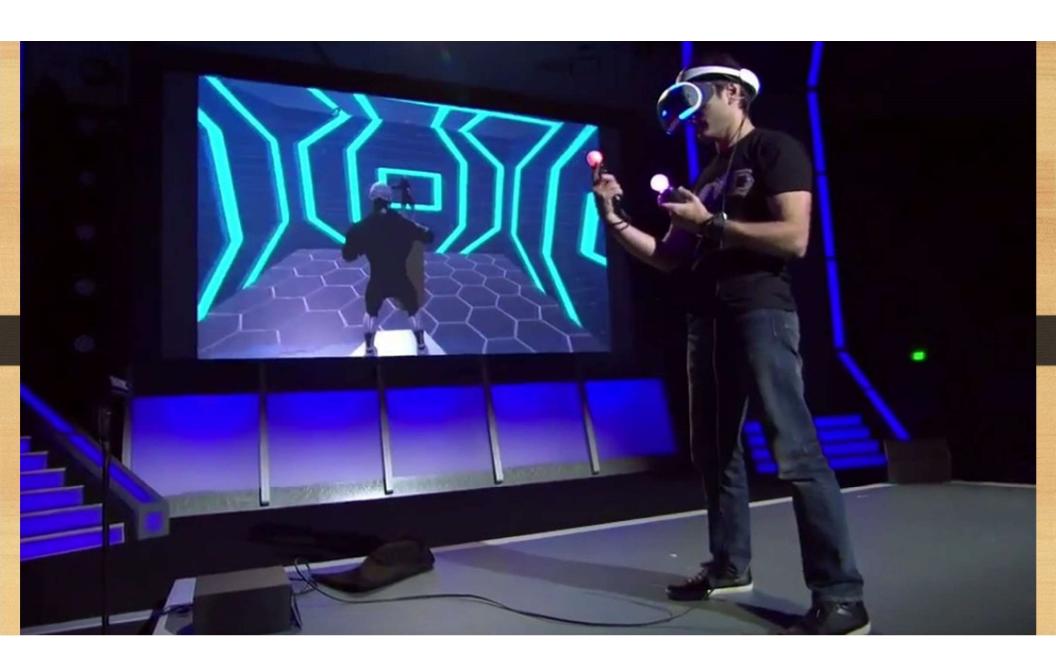




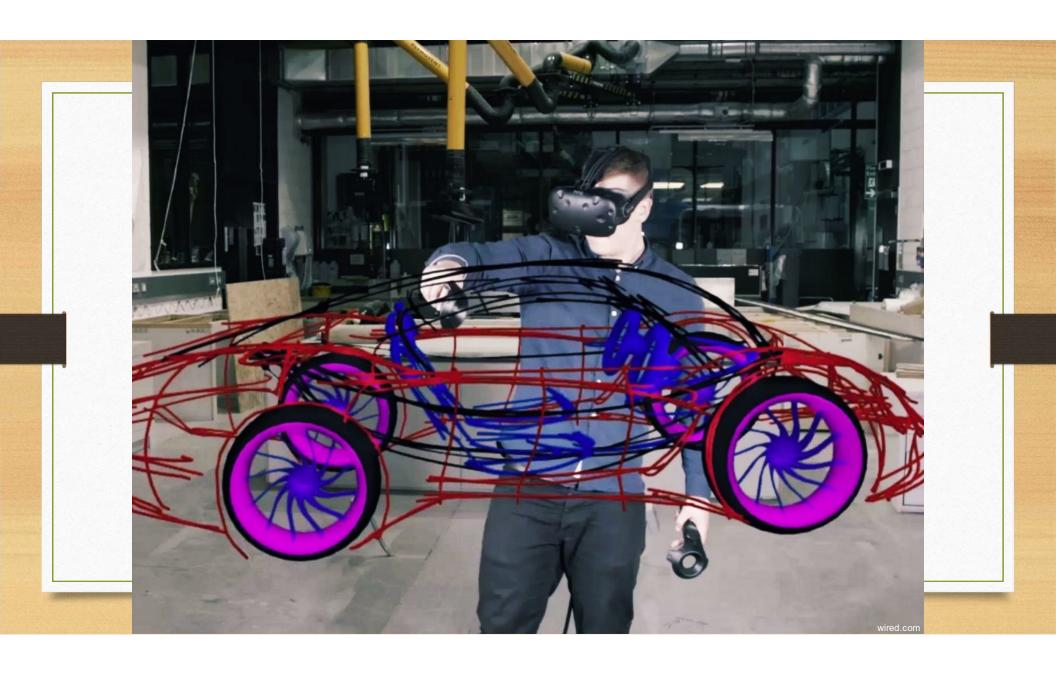


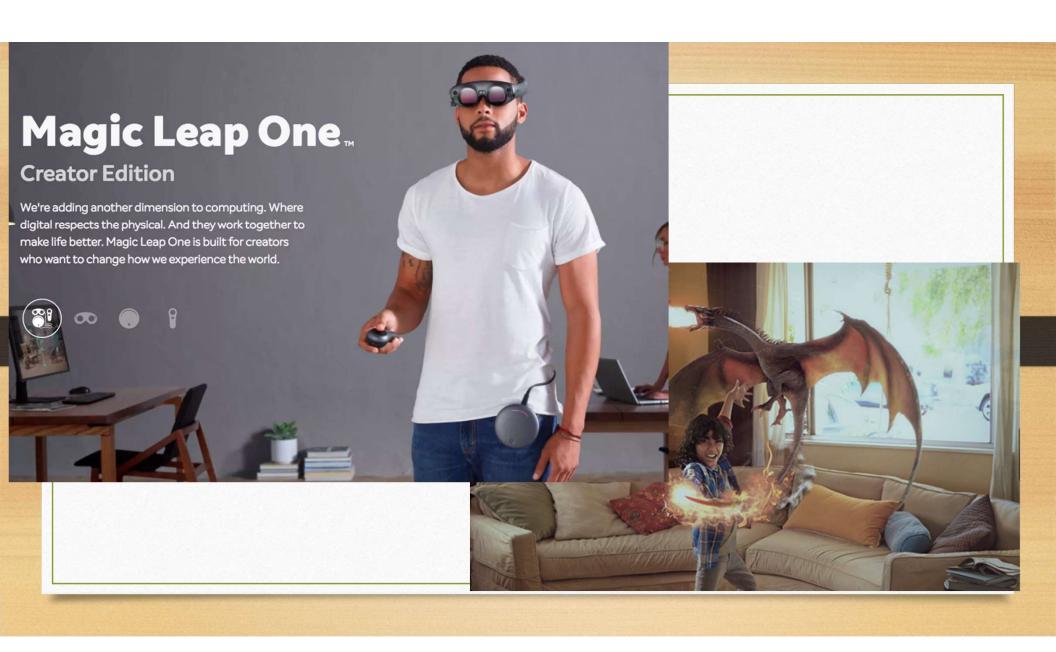






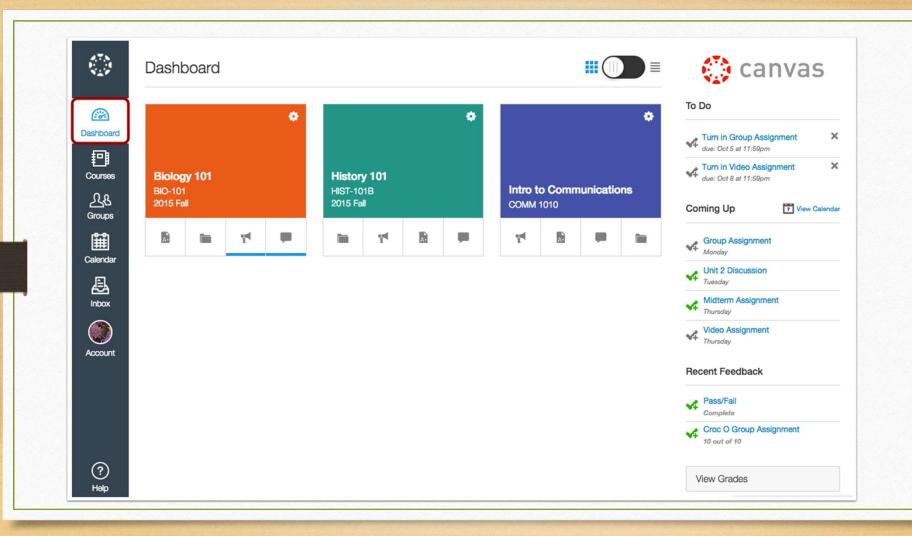






Smarter Classrooms and Education Shifts

- Online Learning is Changing
 - Competency Based Education
 - Project Based Education
 - Online Classrooms:
 - Live Lectures
 - Platforms to submit assignments/quizzes (LMS Learning Management System)
 - Self Guided / Pre-Recorded.



Smart Boards / Interactive TVs





Educational Technology

- Moving from "books" to "hands-on" applications.
 - Will see a continual rise in devices that supplement or even augment text book education... "edu-tech".
 - Teaching STEM Principles
 - Creation (3D Printing, Sewing, CNC, etc)
 - Lots of Programming!



3Doodler MSRP: \$100

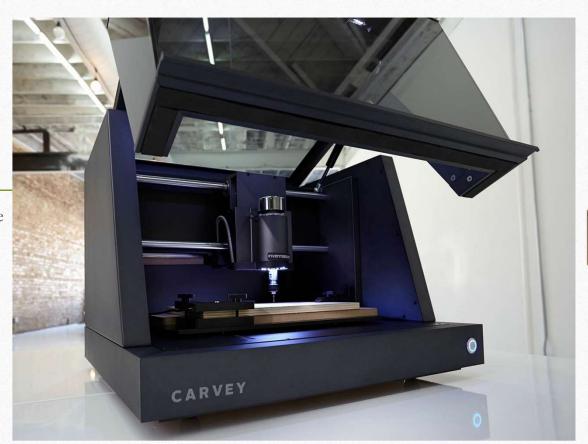
Draw in 3D!





Carvey by Inventables

Carving machine – easy to use and safe







ALUMINUM COPPER

MDF

PLASTICS ACRYLICS

WOODS

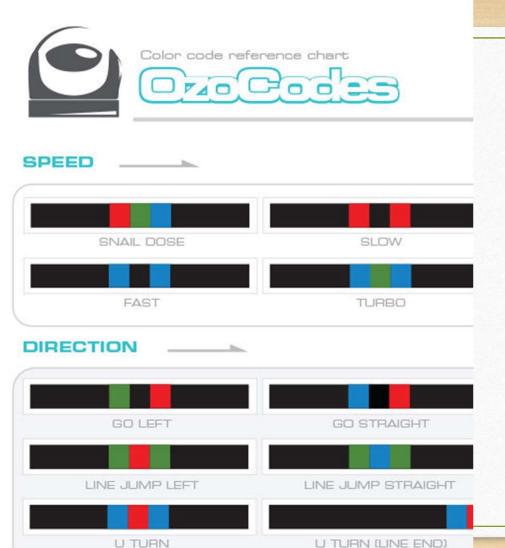


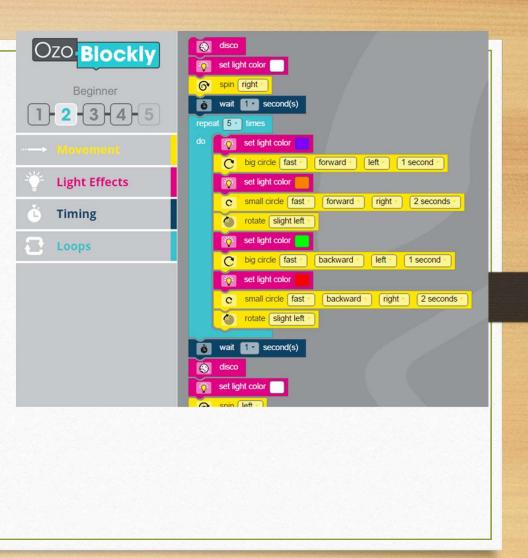


OZOBOT MSRP: \$50

Learn how to program by drawing





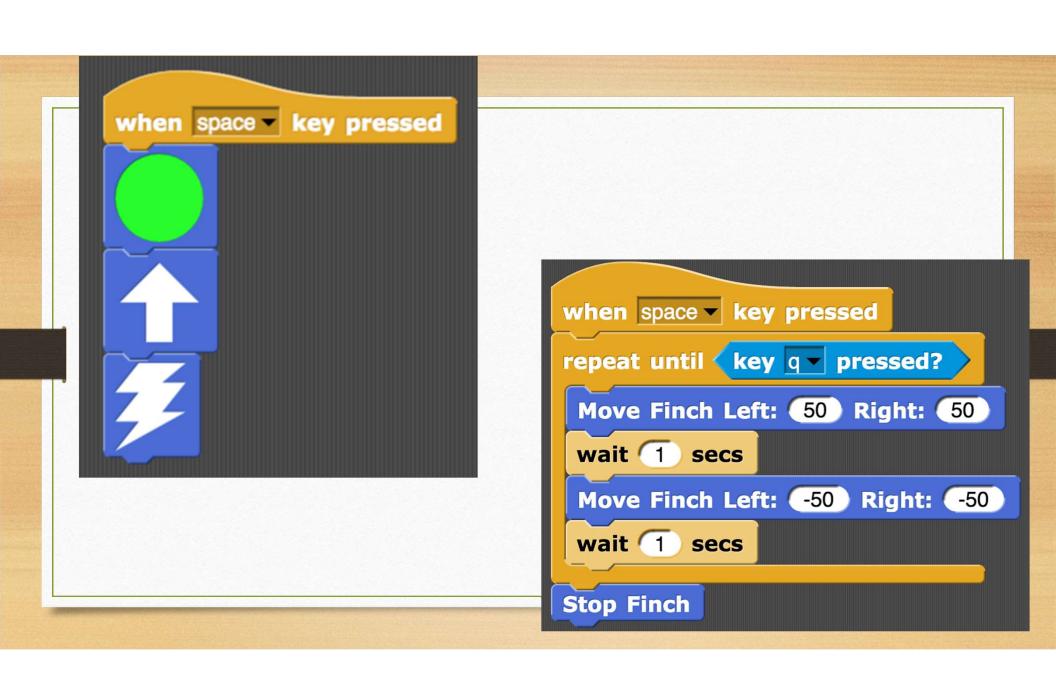


Finch MSRP: \$99

The Finch was designed to allow students to write richly interactive programs. On-board features include:

Light, temperature, and obstacle sensors, Accelerometers, Motors, Buzzer, Full-color beak LED, Pen mount for drawing capability, Plugs into USB port - no batteries required

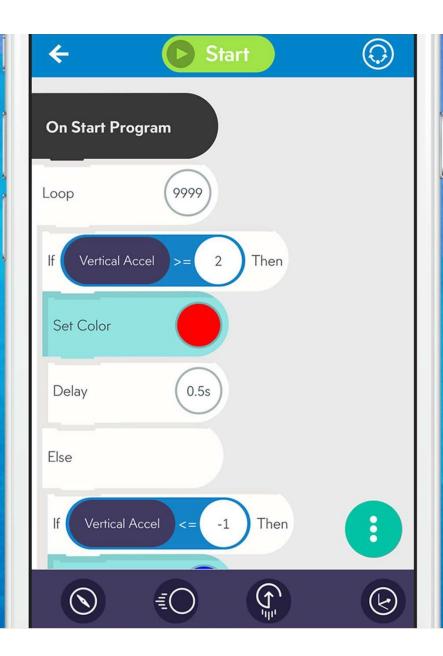




Sphero Ball MSRP: \$130

Guide Through Library (Follow The Ball) People Approach The Ball – Curiosity Easily Programmable



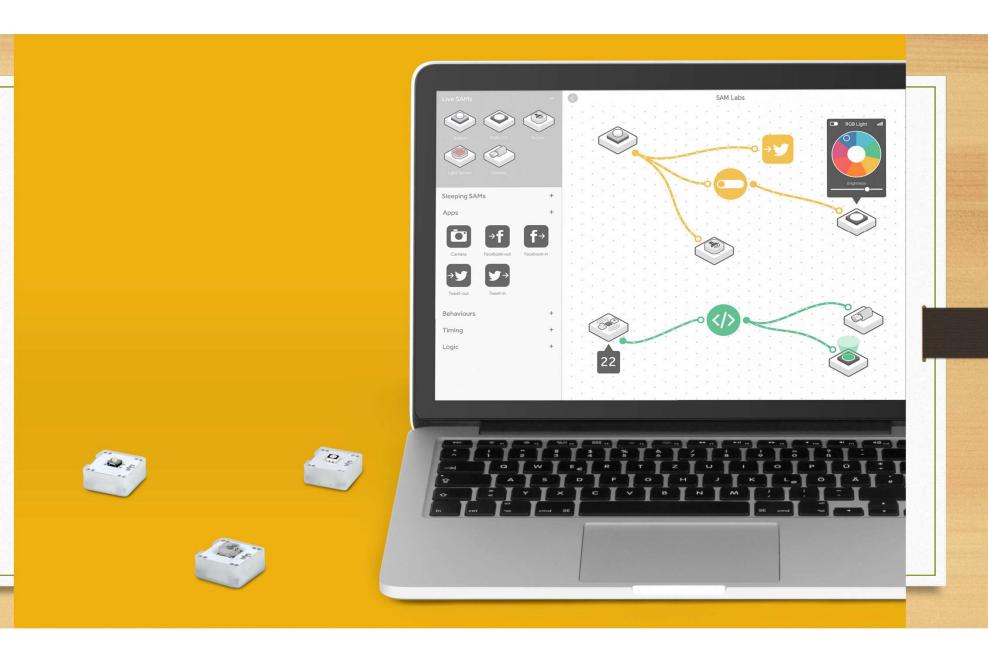


```
void HandleFreeFall()
{
  setRgbLed( 255,22,21 );
OnFreeFall = HandleFreeFall;
yield StartProgram()
  int loopCount_988 = 0;
  while (loopCount 988 < 10000)
    loopCount 988 = loopCount 988 + 1;
    if (verticalAcceleration>=2)
      setRgbLed( 255,0,0 );
      yield DoDelay( 250 );
    else
      if (verticalAcceleration <= -2)
        setRgbLed( 255, 255, 0 );
        yield DoDelay( 250 );
      else
        setRgbLed( 255, 255, 255 );
      yield DoDelay( 50 );
      controlSystemTargetSpeed = (69 + 8);
  controlSystemTargetYaw = controlSystemTa
yield StartProgram();
```

SAM Labs

Circuits and Programming!





WINK MSRP: \$50

Fun activities to program a robot using Arduino.

This low cost robot allows students to program common robotic tasks such as:

Line Following

Light Seeking

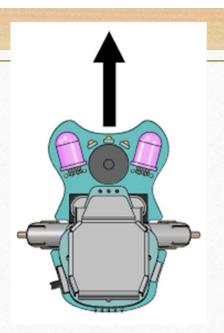
Barrier Detection

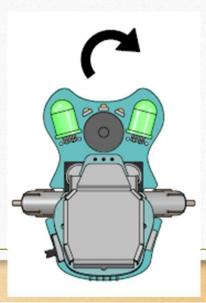
Autonomous Roaming

Creative Experimentation



```
void loop(){
    eyesPink(70);
    motors(120,120);
    delay(300);
    eyesGreen(70);
    motors(120,-120);
    delay(200);
}
```

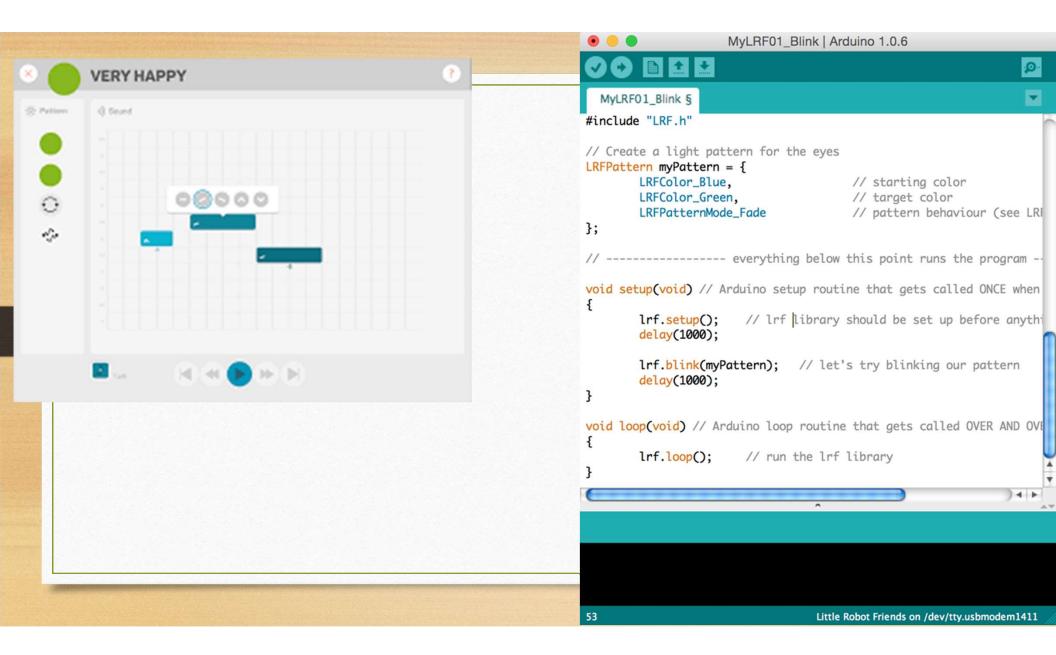




Little Robot Friends

LRF are cute social robots that can be programmed wirelessly and interact with each other.







Other Technology and Topics!



















https://www.nytimes.com/2018/03/04/technology/fake-videos-deepfakes.html http://www.graphics.stanford.edu/~niessner/thies2016face.html

Mobile Devices Impact

- Websites Responsive, light weight (quick to load)
- Apps
- Social Connections



What have you heard?

Staying Informed

- CES Conference (Consumer Electronic Show)
- Attend Technology Conferences and Events
 - Meet Up Groups
- Watch Kickstarter/Indiegogo
- Online/Print Publications: TechCrunch, Forbes, Fast Company

Questions?

- Brian Pichman
- bpichman@evolveproject.org
- @BPichman