



EvAAL issues an annual **call for competition ideas** addressed to all relevant stakeholders in order to collect suggestions about methods, issues to be studied, benchmarks

etc. The collected ideas will be evaluated and selected by the scientific committee of EvAAL to form the base of the yearly call for competition. EvAAL will **award a prize** to the competition winners. At the end of the competition, EvAAL will openly release the software kits and the benchmarks produced. Results will be published in a companion conference.

EvAAL will create specific committees for evaluating ideas and developing the competition on specific themes of interest.

A first committee focusing on **indoor localization and tracking issues** is already beginning its activity and is planning a competition on this subject.

Submit competition proposals and contribute to the discussion for the next competition (2011) by subscribing to the EvAAL mailing list:

contest@evaal.aaloo.org

Proposers of accepted ideas, will be invited to actively participate in the scientific supervision and in the organisation of the competition.

Sponsorship

We invite all the interested people to help EvAAL in raising funds and recruiting sponsors.

Acknowledgements

EvAAL is a initiative proposed by the universAAL FP7 project

www.universaal.org

promoted by the AALOA community

www.aaloo.org



Ready...
...Steady...
...Go!

<http://evaal.aaloo.org>



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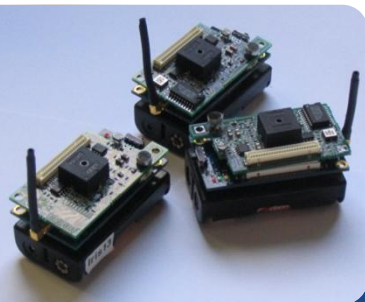
IGD
Living Lab

EvAAL

Evaluating

Ambient Assisted Living Systems
Through Competitive Benchmarking

The EvAAL Contest



EvAAL is a research program aimed at evaluating pervasive and ubiquitous systems by comparing

working solutions in a controlled environment. Evaluation of such systems has been the focus of many workshops in the recent years¹. EvAAL wants to raise interest in the research and developer communities on multidisciplinary research in Ambient Assisted Living², and creating benchmarks for the evaluation and comparison of AAL and Aml systems



EvAAL aims at enabling the comparison of different AAL/Aml solutions, by establishing suitable benchmarks and evaluation metrics that will be progressively refined and improved in the years: we will not merely focus on comparing algorithms, but will look at costs, deployment effort, comfortableness. EvAAL will also grow the capacity of offering more and more sophisticated and realistic environments hosting the challenges.

We are now giving shape to the EvAAL Contest: join us in our efforts!



Comparing AAL/Aml systems is incredibly challenging, because of the richness of both environments and user requirements: a *one-size-fits-all approach to evaluating such systems is unrealistic*. We propose the solution of identifying both some core system functionalities and evaluation strategies for each. **EvAAL's objective** aims at tackling this task, by offering to researchers an arena where to try, test, and experiment not only AAL solutions but also benchmarks and evaluation methods. EvAAL will be open to all issues related to test environments (living laboratories versus into the wild), benchmarking (automatic vs. based on users' evaluations), tools supporting the competition, and so on.

A toolkit of techniques is the expected outcome from EvAAL, from which system builders can draw. Making these techniques open, available, and easy to use will enable comparative evaluation between similar components across systems and, in the end, of whole AAL systems. The core system functionalities that we will initially consider are:

- 1. Sensing:** covers the aspects of collecting any kind of information from any relevant place (in-/on-body, in-/on-appliance, etc.) or environment (home, outdoor, vehicles, public spaces, etc.). Information may be a simple piece of data (for example the temperature in a room), or data aggregate (for example the position of a user).
- 2. Reasoning:** focuses on aggregating, processing and analyzing data in order to either infer new data or deduce actions to be performed within different and possibly cross-connected spaces (body, home, vehicle, public spaces).
- 3. Acting:** concerns the automatic control of the environment through actuators affecting the physical world or by means of other services whose effects might be limited to the virtual realm. Control can be local or remote, in real time or off-line.
- 4. Communicating:** covers the communications issues of data flows among sensors, reasoning systems, and actuators, where all these components can be connected dynamically, in mobility and in arbitrary spaces.
- 5. Interacting:** involves the explicit interaction between human users and systems and services embedded in intelligent spaces by means of personalized multi-modal interfaces, possibly across multiple spaces.