

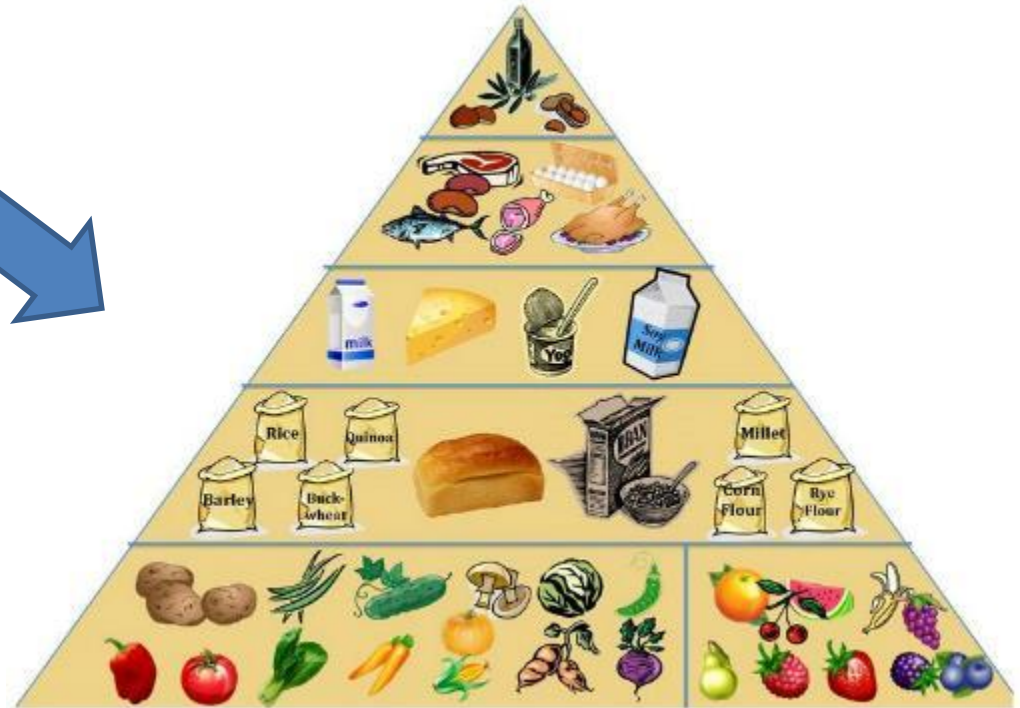
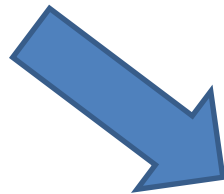
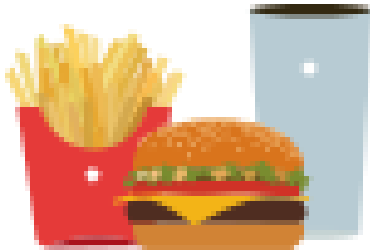
Understanding Computer Usage Evolution

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Behavior evolves!



Behavior evolves!



Context

- Given various (summary) statistics related to how users use their PCs:
 - Activity information:
 - running applications, resource utilization, launch times, etc.
 - System status/configuration:
 - network type, CPU type and states, temperature, etc.
- Goal:
 - **model and characterize PC usage evolution.**
- Why?

Outline

- ~~Context of the work~~
- Modeling and characterizing the evolution of computer usage
- Orion: Cross-user usage segmentation
- Results on Intel's usage data
- Next steps
- Recap

Computing usage evolution

■ Web ■ Productivity ■ Media ■ Games ■ Idle

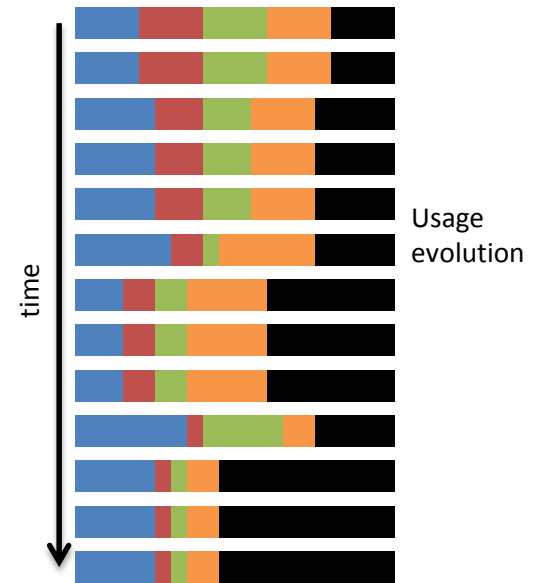
- What is “usage”?

■ ■ ■ ■ ■ Usage

Computing usage evolution

- What is a “usage evolution”?

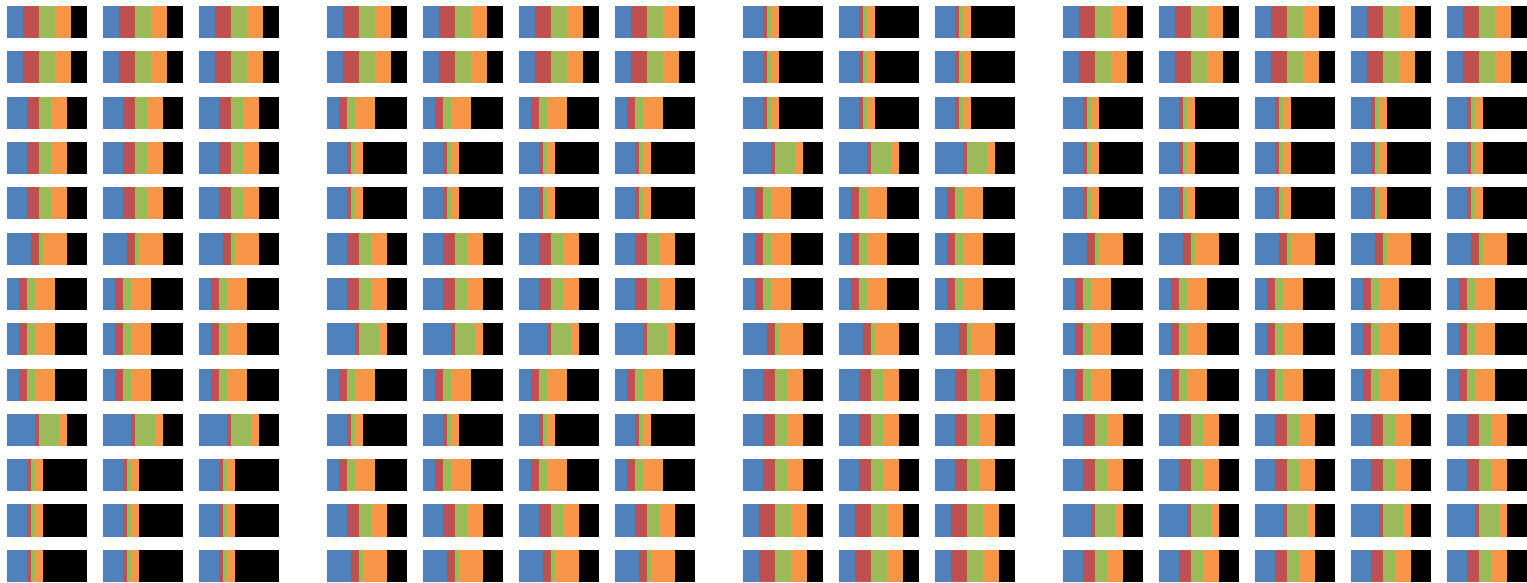
■ Web ■ Productivity ■ Media ■ Games ■ Idle



Usage evolution

■ Web ■ Productivity ■ Media ■ Games ■ Idle

- What is “characterization”?

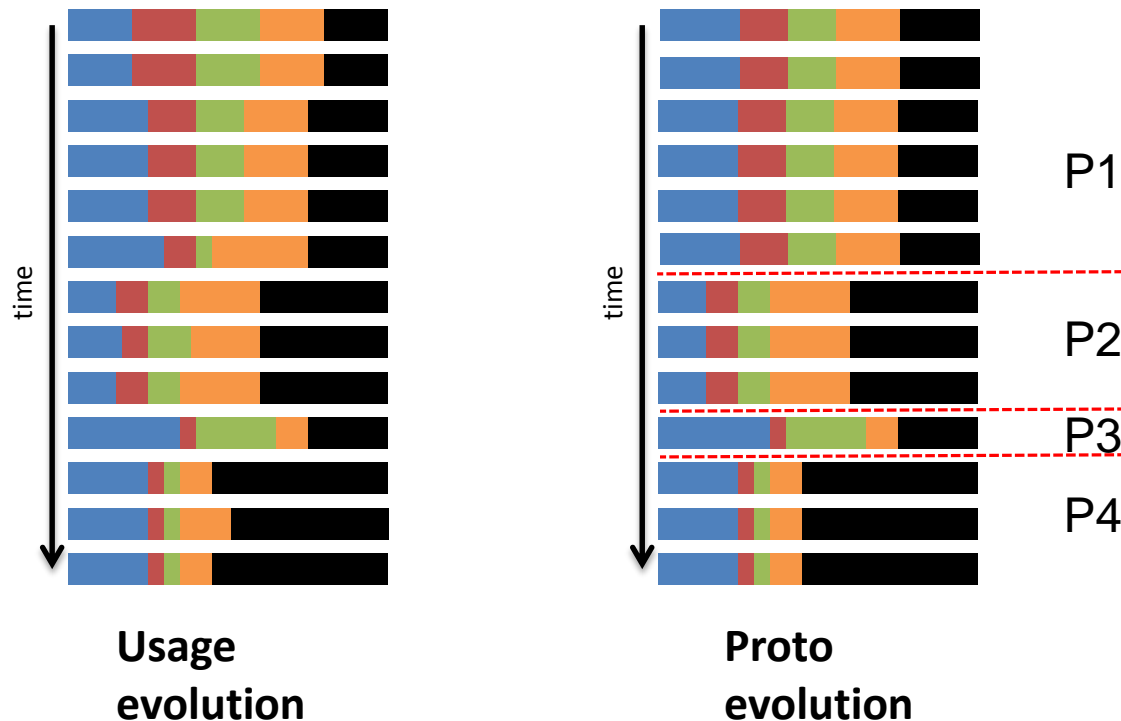


Different Users

Key: common usage patterns

Characterize usage evolution

- We follow a segmentation based approach:
 - Partition a user's usage sequence into disjoint consecutive sets of observations (segments) such that the usage in each segment remains fairly consistent.



Characterize usage evolution

- We follow a segmentation based approach:
 - Partition a user's usage sequence into disjoint consecutive sets of observations (segments) such that the usage in each segment remains fairly consistent.
 - Let $\langle \mathbf{w}_1, \dots, \mathbf{w}_n \rangle$ be a sequence of usage vectors.
 - A segmentation into m segments optimizes a function of the form:

$$\min_{s_*, \mathbf{p}_l} \sum_{l=1}^m \sum_{j=s_{l-1}+1}^{s_l} \|\mathbf{w}_j - \mathbf{p}_l\|^2.$$

- The proto vector \mathbf{p}_l captures the consistent usage during

$$\langle \mathbf{w}_{s_{l-1}+1}, \dots, \mathbf{w}_{s_l} \rangle$$

- What if protos were shared among users?

Orion: Cross-user usage segmentation

- Input:
 - Sequences of usage vectors of a set of users.
 - A predefined number of protos.
- Output:
 - A segmentation of the sequences of all users such that the error associated with modeling each segment by one of the protos is minimized.

$$\min_{s_*, m_*, \mathbf{p}_*} \sum_{i=1}^n \sum_{l=1}^{m_j} \sum_{j=s_{i,l-1}+1}^{s_{i,l}} \|\mathbf{w}_{i,j} - \mathbf{p}_{i,l}\|^2$$

Orion: Algorithmic details

- Iterative algorithm, whose iterations consists of two phases:
 - Given the current set of protos, it identifies the segmentation that minimizes the total error.
 - Given the segmentation, it identifies the protos that minimize the total error.

$$\min_{\mathbf{s}_*, m_*, \mathbf{p}_*} \sum_{i=1}^n \sum_{l=1}^{m_i} \sum_{j=s_{i,l-1}+1}^{s_{i,l}} \|\mathbf{w}_{i,j} - \mathbf{p}_{i,l}\|^2$$


Orion: Algorithmic details (3)

- Initialization:
 - The initial protos are determined by performing a *K*-means clustering of all usage vectors across all users.
- Robustness:
 - Minimum length constraints on each segment.
 - A penalty associated with the creation of each additional segment within a user's sequence.
 - A segment is allowed to be created if it leads to a user-specified reduction in the approximation error.

Orion: Model assumptions

- The different users exhibit a rather small number of prototypical usage behaviors
 - that are captured by the protos.
- The usage behavior of users remains consistent over a certain period.
- The usage behavior of users can change from one prototypical behavior to another.

proto#:duration



User 1: $\langle p_1:15, p_5:11 \rangle$
User 2: $\langle p_2:5, p_3:10, p_2:7, p_5:22 \rangle$
User 3: $\langle p_1:11, p_4:15, p_5:40 \rangle$
User 4: $\langle p_1:13, p_5:25 \rangle$
:
User n : $\langle p_7:43 \rangle$

DATA

Intel data

- Users' systems provide Intel servers with:
 - Daily summary application usage statistics
 - Execution start and end time
 - CPU time
 - Number of page faults
 - Geo-location (at the country level)
 - System type
 - CPU type
 - OS first start date
- 7.52 B initial records, aggregated to 2.13 B weekly
- Much noise, e.g. 1.49 B records with 0 utilization

Data filtering

- App filtering:
 - Removed unknown, system, and internet apps
 - Removed records with < 60 s/week utilization
 - Removed apps with < 2 K records
- User filtering:
 - Kept users with > 5 /week utilizations in > 20 weeks

# users	28360
# apps	762
# records	11.05M

We only present results for analyzing the dataset using 15 protos.

RESULTS

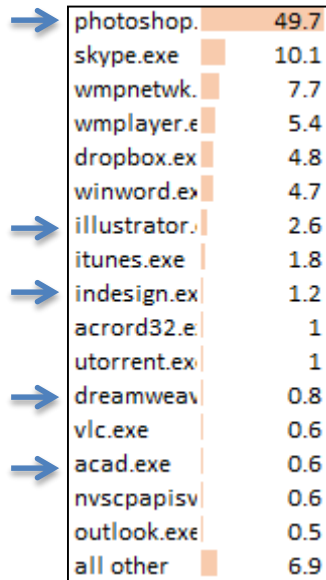
Prototypical behaviors (protos)

- Work/productivity related behaviors

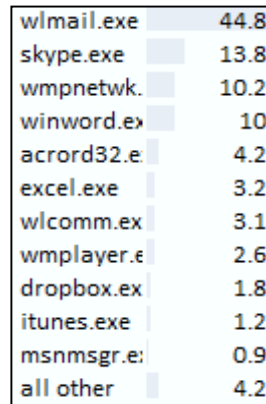
#usage vectors



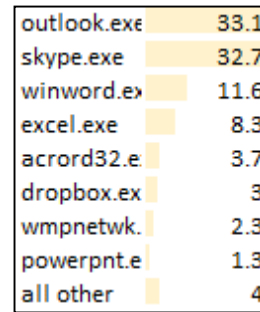
P2 (32K)
Media creation



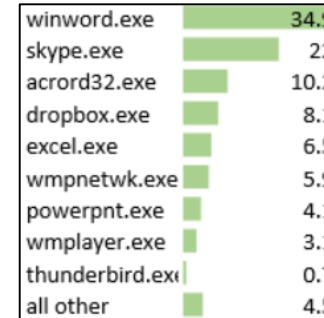
P3 (31K)
Email & office



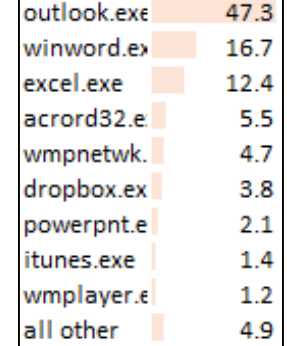
P4 (106K)
Business communication



P9 (83K)
Writer



P10 (105)
Office



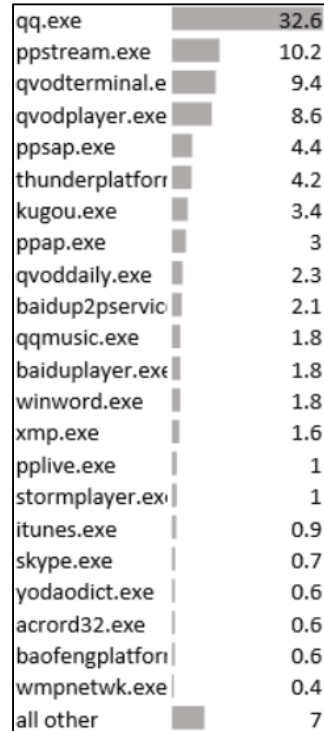
Prototypical behaviors (protos)

- Asian media & social related behaviors

P7 (22K)
Asian media
downloads



P8 (31K)
Asian messenger



Overview

QQ International is a program developed by Tencent Technology (Shenzhen) Company Limited. The most used version is 1.91.1369.0, with over 98% of all installations currently using this version. The software installer includes 2 files. In comparison to the total number of users, most PCs are running the OS Windows 7 (SP1) as well as Windows 8. While about 28% of users of QQ International come from the United States, it is also popular in China and Canada.

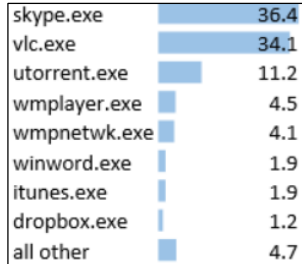
What is Funshion?

Funshion is a Chinese peer-to-peer streaming video network software. It provides TV programs and movies on demand stably and smoothly to broadband users. Funshion uses P2P-streaming technology and supports high-volume traffic.

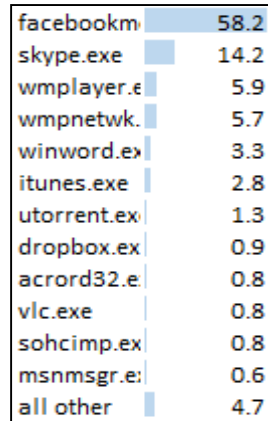
Prototypical behaviors (protos)

- Media & social related behaviors

P0 (37K)
Communicate & watch



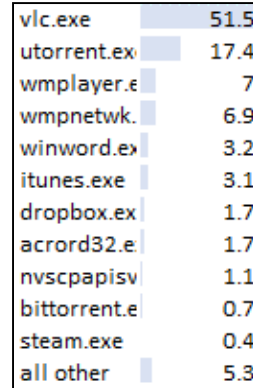
P14 (71K)
Facebook
Messenger



P1 (83K)
File transfers



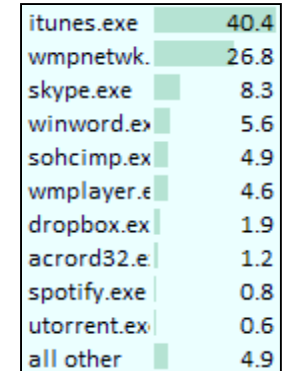
P5 (48K)
Media downloads



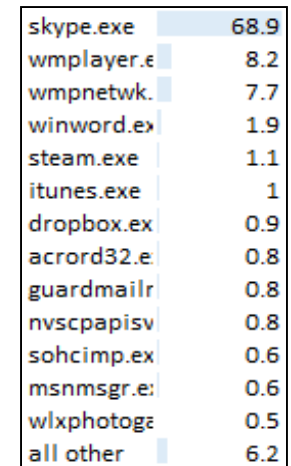
P6 (105K)
Media player



P11 (72K)
iTunes



P12 (115K)
Skype



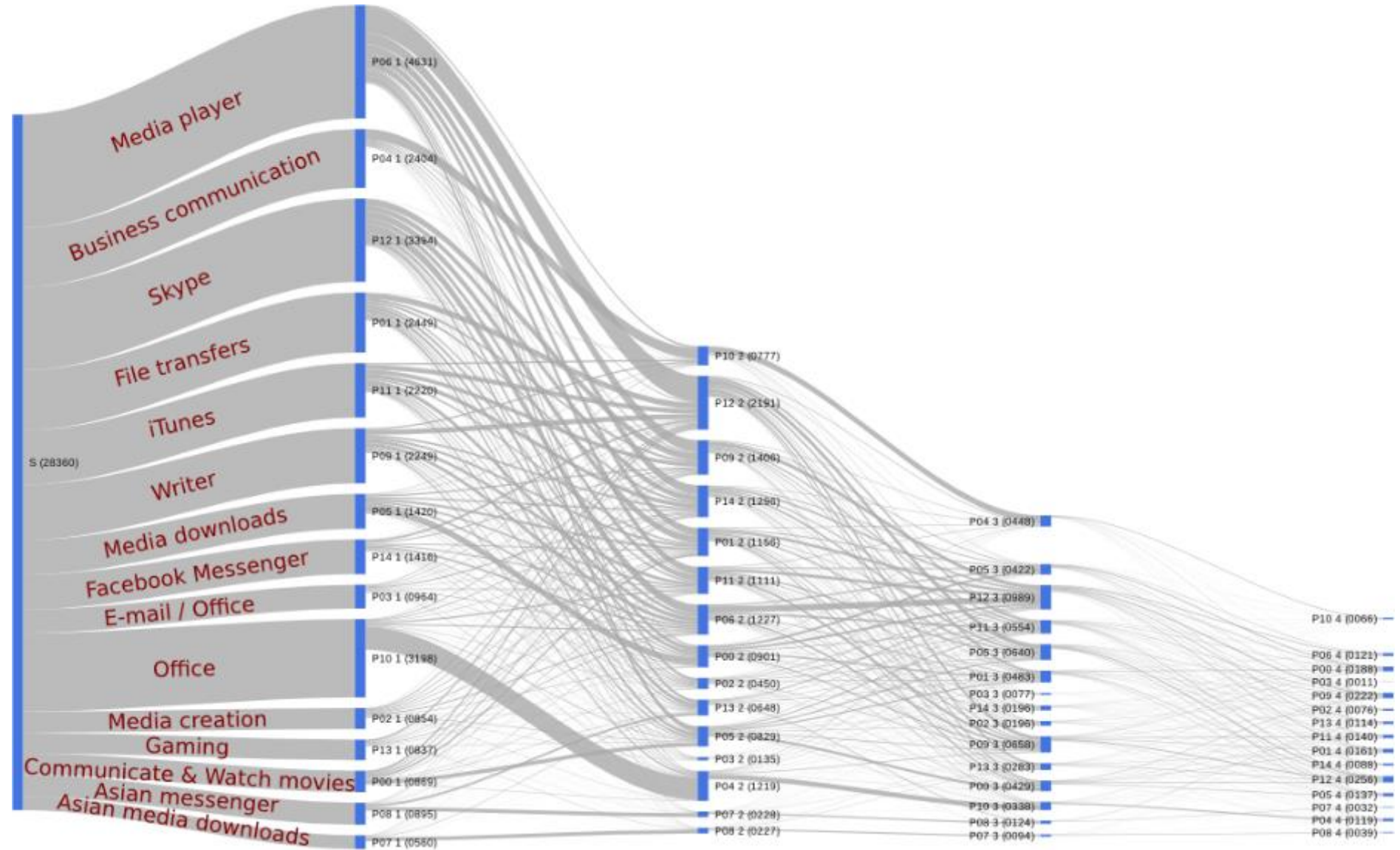
Prototypical behaviors (protos)

- Gaming

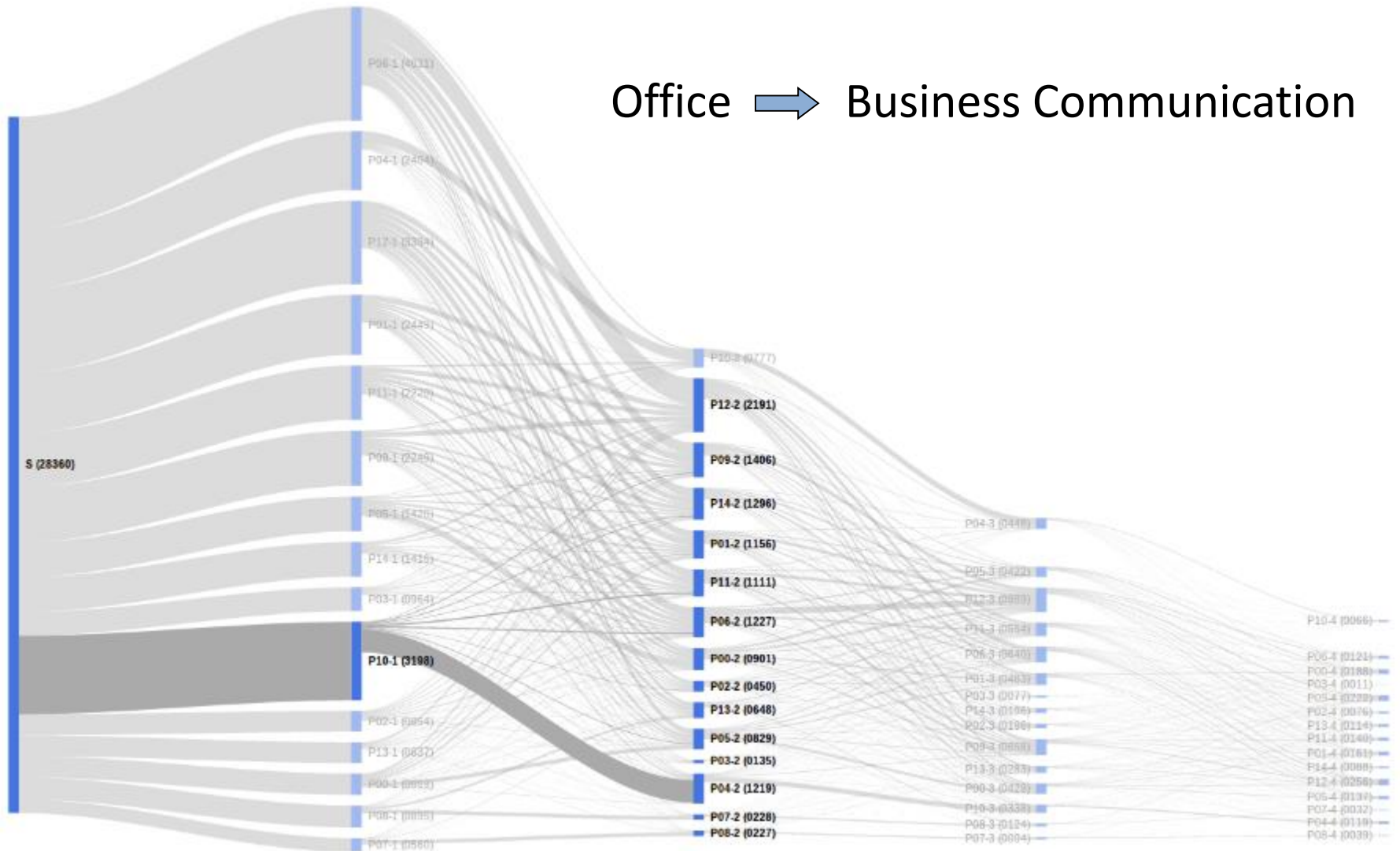
P13 (35K)
Gaming`

league	41.3
lolclient.exe	32.6
skype.exe	13.7
lollauncher	4
steam.exe	1.9
wmplayer.e	1.2
wmpnetwk.	1.1
all other	4.2

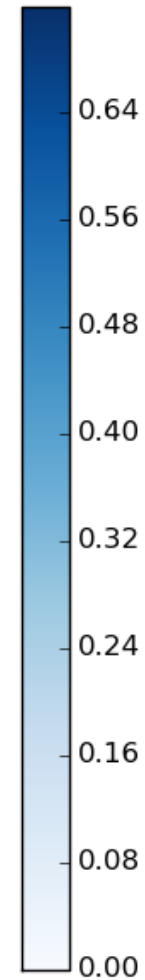
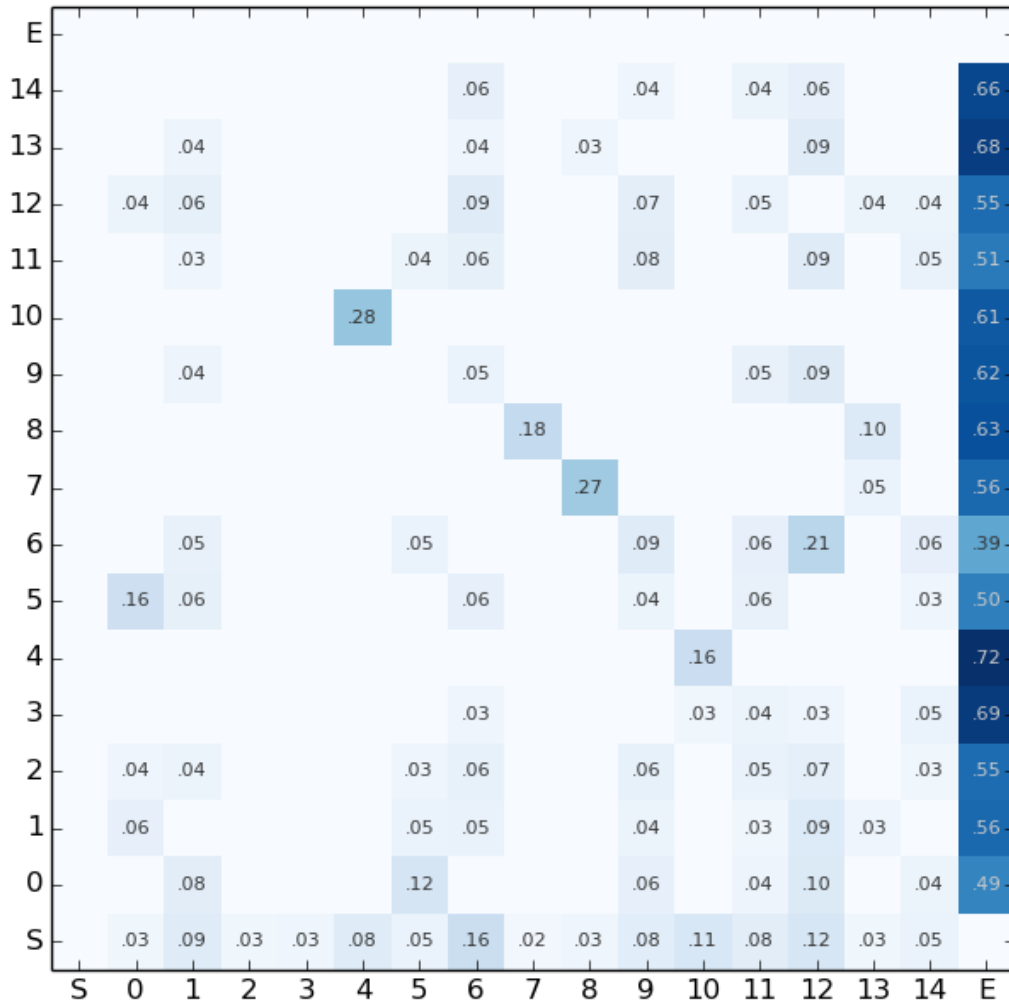
Proto evolution



Proto transitions

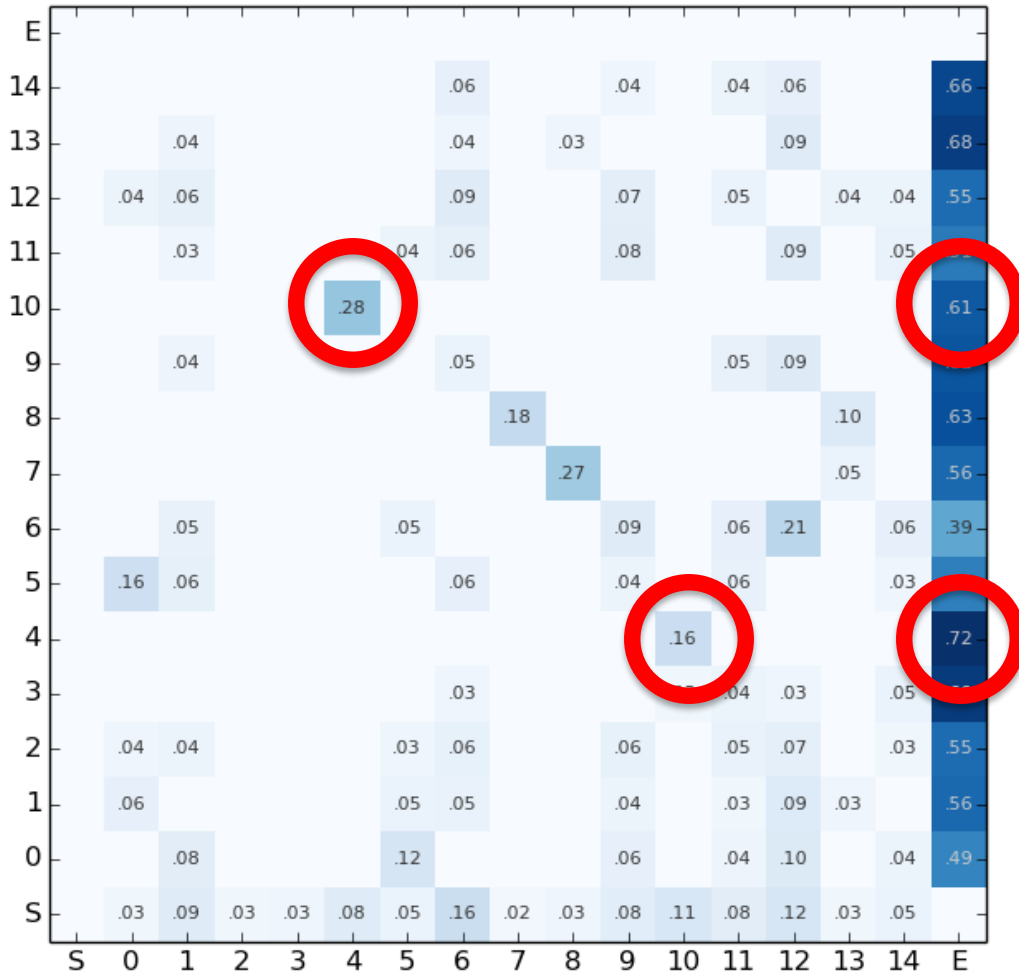


Proto evolution



- S **Start**
- 0 **Communicate & watch movies**
- 1 **File transfers**
- 2 **Media creation**
- 3 **Email/Office**
- 4 **Business communication**
- 5 **Media downloads**
- 6 **Media player**
- 7 **Asian media downloads**
- 8 **Asian messenger**
- 9 **Writer**
- 10 **Office**
- 11 **iTunes**
- 12 **Skype**
- 13 **Gaming**
- 14 **Facebook Messenger**
- E **End**

Proto evolution



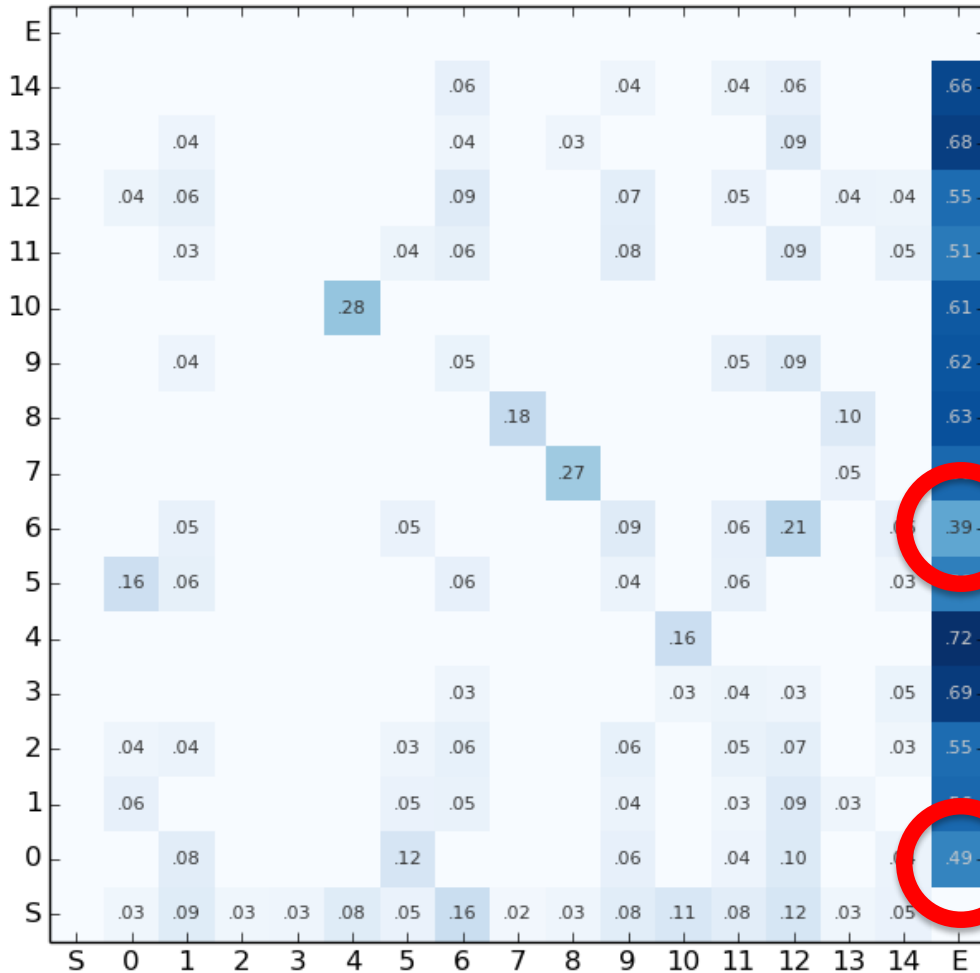
P4 (106K)
Business
communication

outlook.exe	33.1
skype.exe	32.7
winword.exe	11.6
excel.exe	8.3
acrord32.exe	3.7
dropbox.exe	3
wmpnetwk.exe	2.3
powerpnt.exe	1.3
all other	4

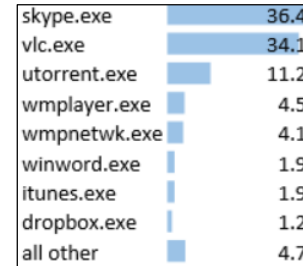
P10 (105K)
Office

outlook.exe	47.3
winword.exe	16.7
excel.exe	12.4
acrord32.exe	5.5
wmpnetwk.exe	4.7
dropbox.exe	3.8
powerpnt.exe	2.1
itunes.exe	1.4
wmplayer.exe	1.2
all other	4.9

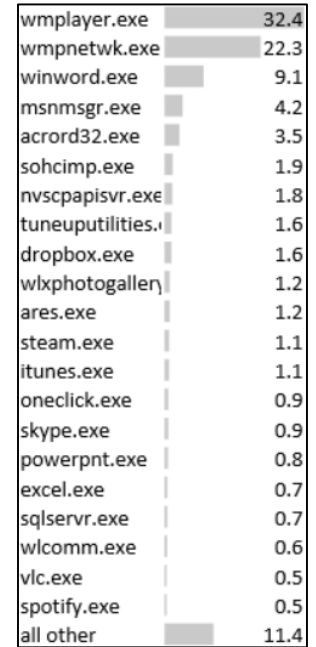
Proto evolution



P0 (37K)
Communicate & watch

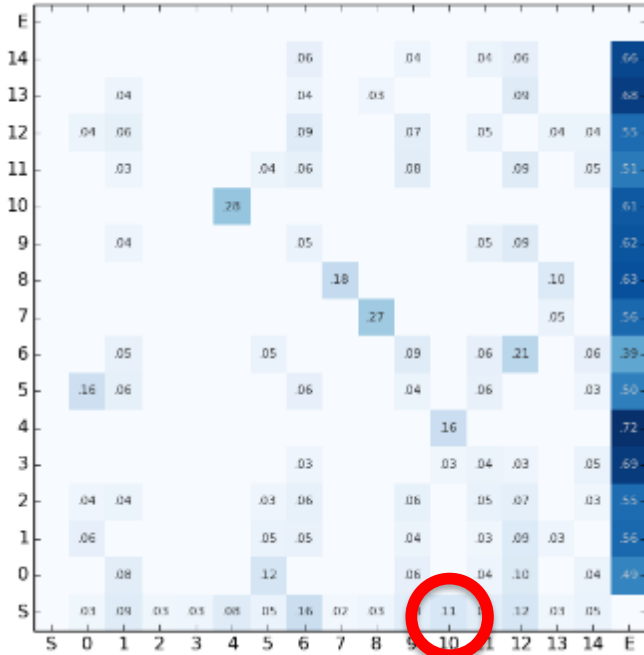


P6 (105K)
Media player



Tend to be
"interior"
protos

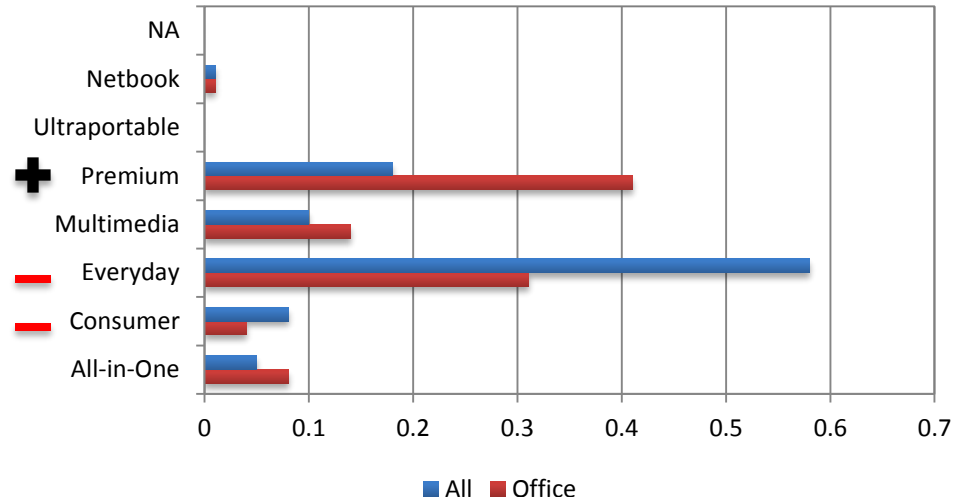
Side information correlation



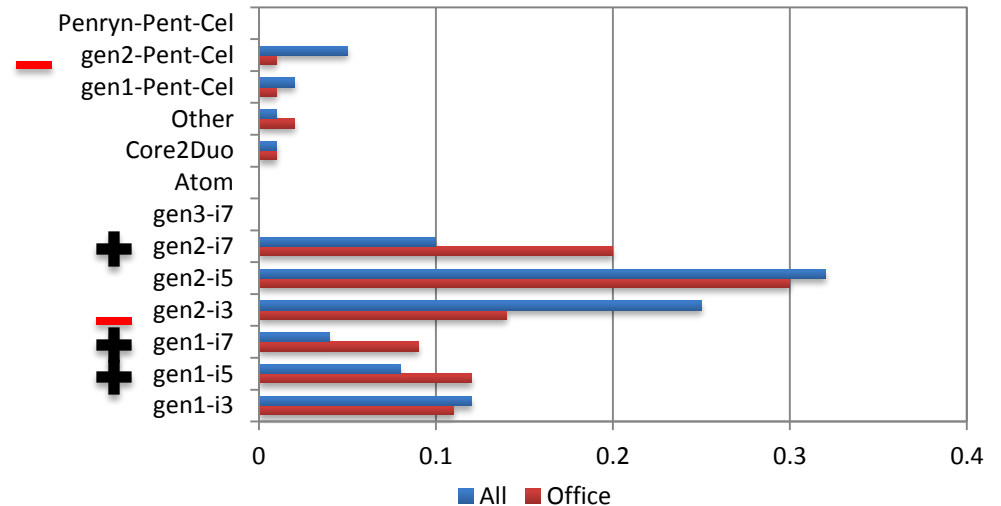
P10 (105K)
Office

outlook.exe	47.3
winword.exe	16.7
excel.exe	12.4
acrord32.e	5.5
wmpnetwk.	4.7
dropbox.ex	3.8
powerpnt.e	2.1
itunes.exe	1.4
wmplayer.e	1.2
all other	4.9

System Type



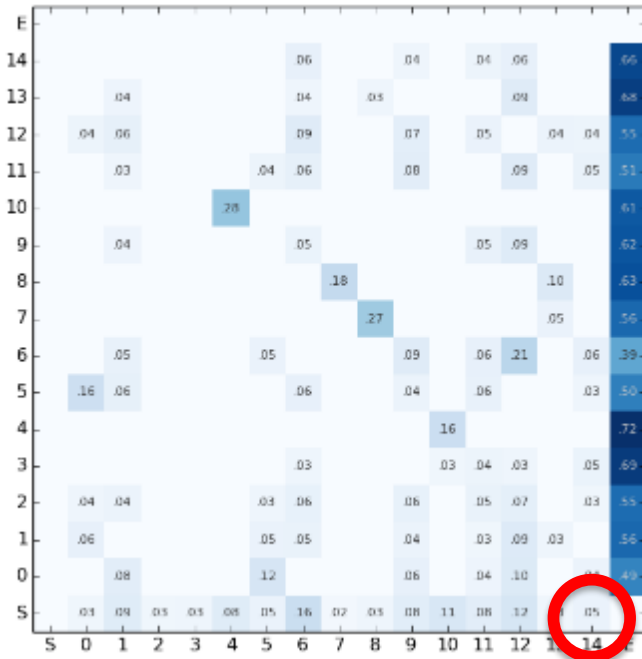
CPU Type



Side information correlation



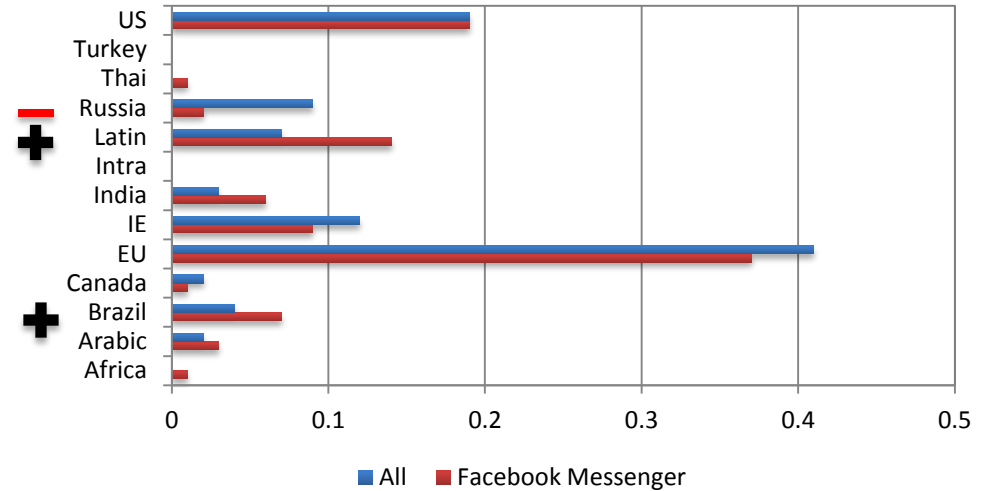
Side information correlation



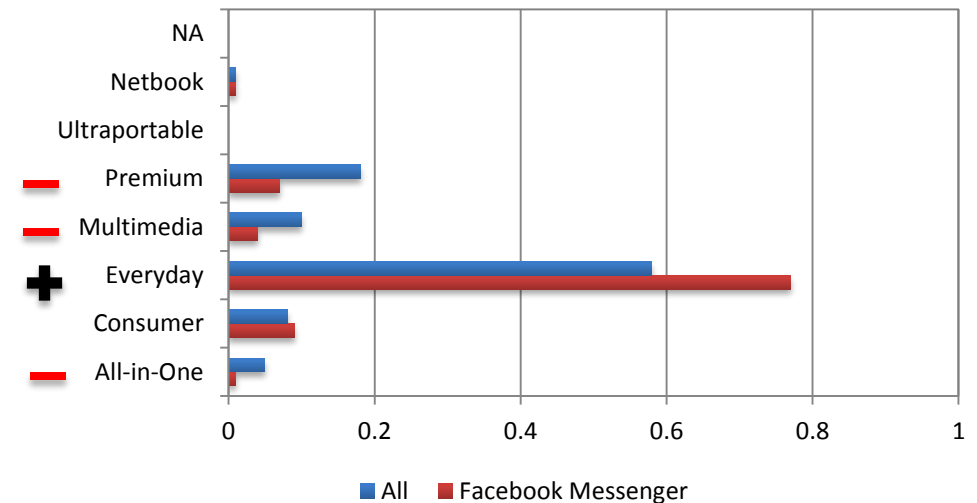
P14 (71K)
Facebook
Messenger

facebookm	58.2
skype.exe	14.2
wmplayer.e	5.9
wmpnetwk.	5.7
winword.ex	3.3
itunes.exe	2.8
utorrent.ex	1.3
dropbox.ex	0.9
acrord32.e	0.8
vlc.exe	0.8
sohcimp.ex	0.8
msnmsgr.e	0.6

Geolocation



System Type



Future directions

- Model sub-application classes:
 - Explore approaches based on dimensionality reduction.
 - This can be done within the context of Orion's cross-user segmentation
 - Lower-dimensional protos should still be interpretable.
- Generalize the segment's properties assumptions:
 - Instead of assuming that the usage in each segment is constant, what if we assume that the usage can be predicted based on previous within-segment behavior?

Recap

- Behavior evolves!
- Orion provides a way to analyze population behavior evolution
 - Identifies common patterns of behavior (protos)
 - Translates user behavior into sequences of protos
- Orion is versatile, applicable to diverse multivariate time-series domains

Orion source code @ <http://users.cs.umn.edu/~dragos/orion>

Q & A

BACKUP SLIDES

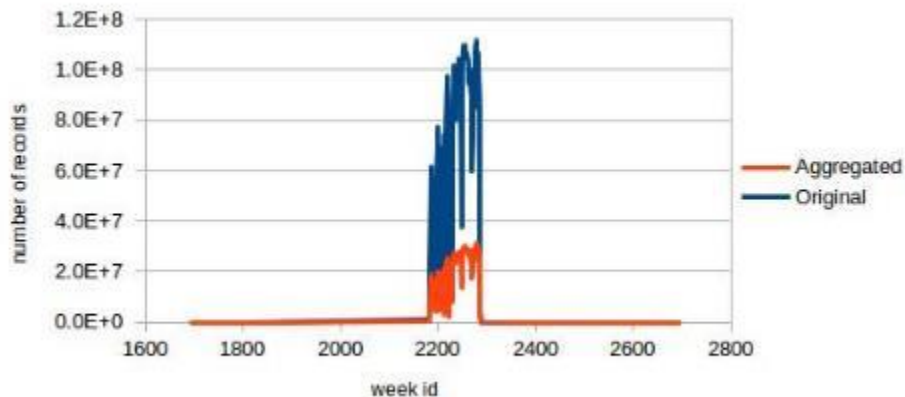
Orion: Algorithmic details (2)

- Segmentation identification:
 - Uses a dynamic-programming algorithm to find the optimal segmentation.
 - Complexity: $O(\#users \times \mu^2 \times \#protos)$.
- Optimal proto identification:
 - The mean of the usage vectors spanned by the proto.

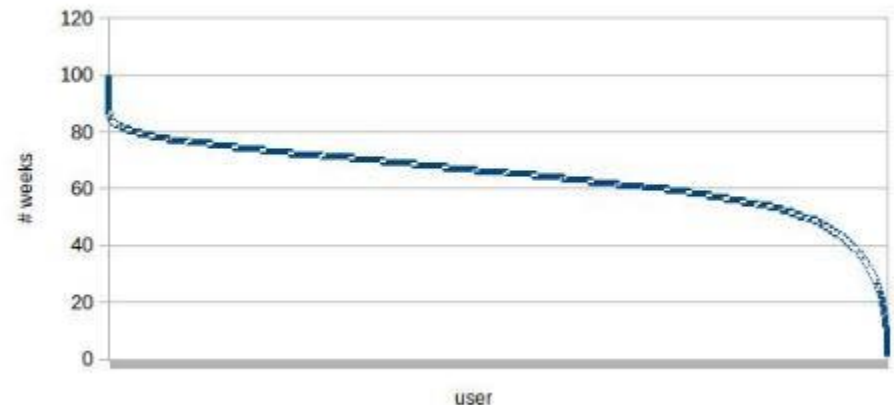
Data filtering

- 7.52 B initial records, aggregated to 2.13 B weekly
- Most records within 100 week time span
- Most users have records for at least 50 weeks
- Much noise, e.g. 1.49 B records with 0 utilization
- Focused analysis on subset of users/applications

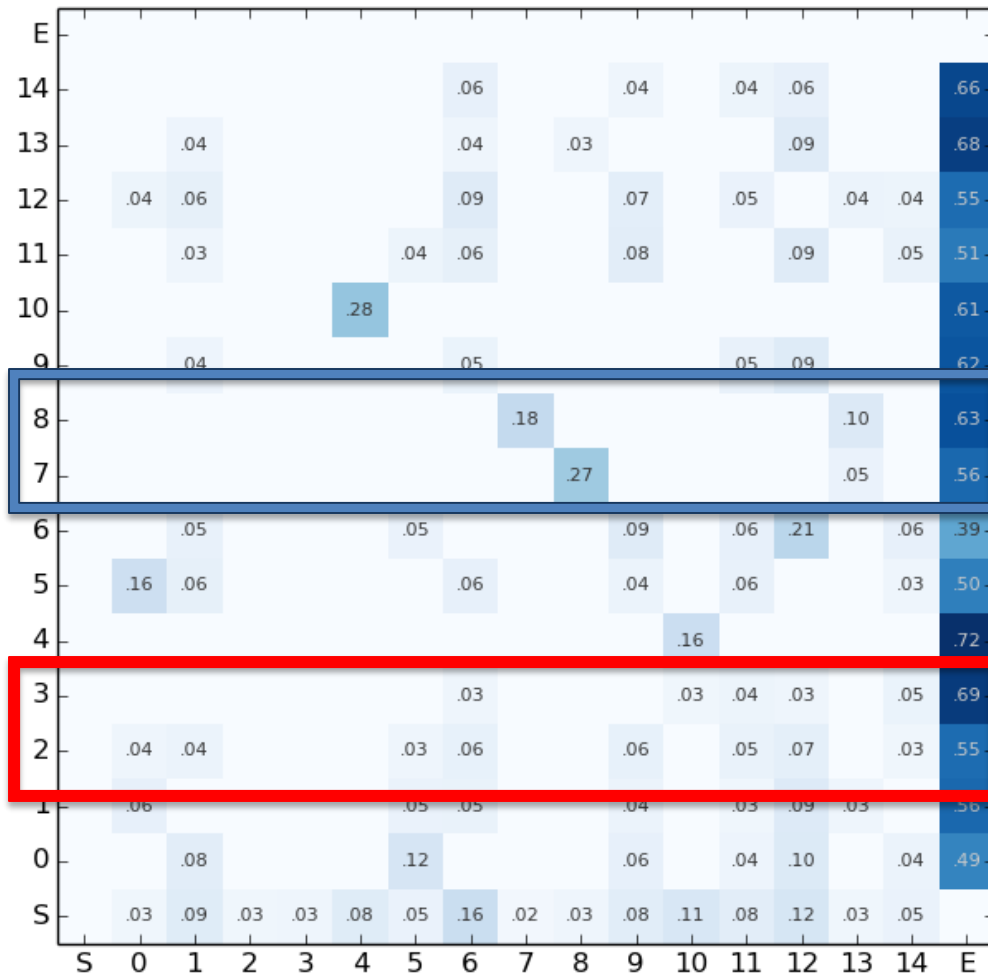
Reduction in records from weekly aggregation



Distribution of user's number of usage weeks



Proto evolution



P2 (32K)
Media creation

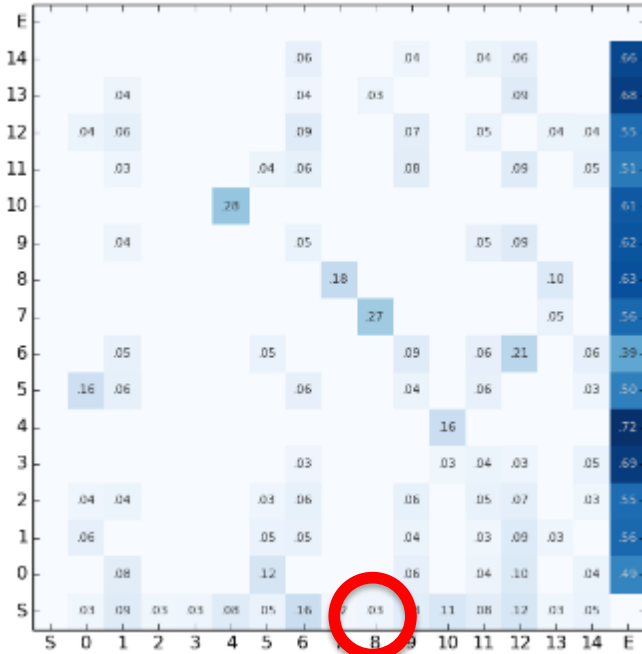
photoshop.exe	49.7
skype.exe	10.1
wmpnetwk.exe	7.7
wmplayer.exe	5.4
dropbox.exe	4.8
winword.exe	4.7
illustrator.exe	2.6
itunes.exe	1.8
indesign.exe	1.2
acord32.exe	1
utorrent.exe	1
dreamweaver.exe	0.8
vlc.exe	0.6
acad.exe	0.6
nvscapiv.exe	0.6
outlook.exe	0.5
all other	6.9

P8 (31K)
Asian messenger

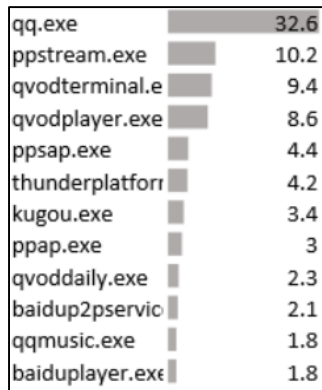
qq.exe	32.6
ppstream.exe	10.2
qvodterminal.exe	9.4
qvodplayer.exe	8.6
ppsap.exe	4.4
thunderplatform.exe	4.2
kugou.exe	3.4
ppap.exe	3
qvoddaily.exe	2.3
baidup2pservice.exe	2.1
qqmusic.exe	1.8
baiduplayer.exe	1.8
winword.exe	1.8
xmp.exe	1.6
pplive.exe	1
stormplayer.exe	1
itunes.exe	0.9
skype.exe	0.7
yodaadict.exe	0.6
acord32.exe	0.6
baofengplatform.exe	0.6
wmpnetwk.exe	0.4
all other	7

Protos with low (blue box) and high (red box) fan-out

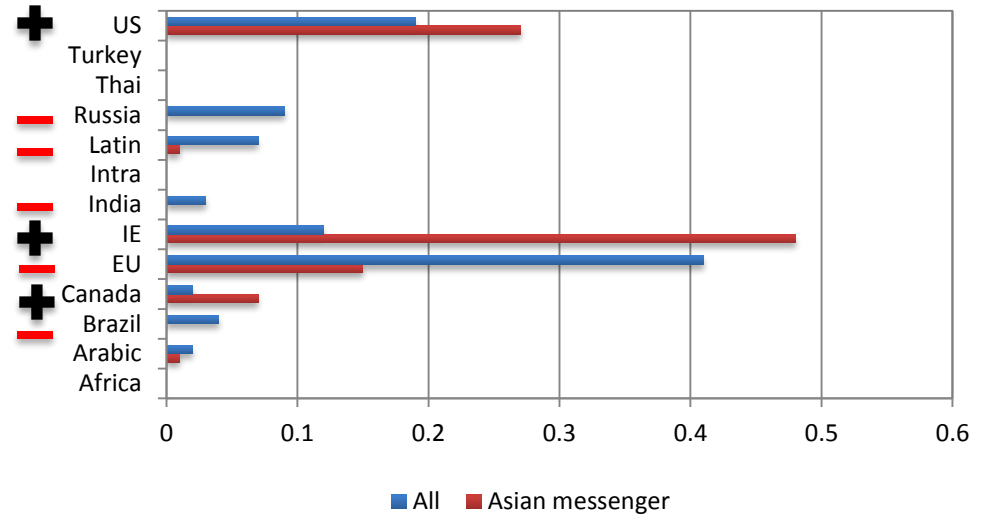
Side information correlation



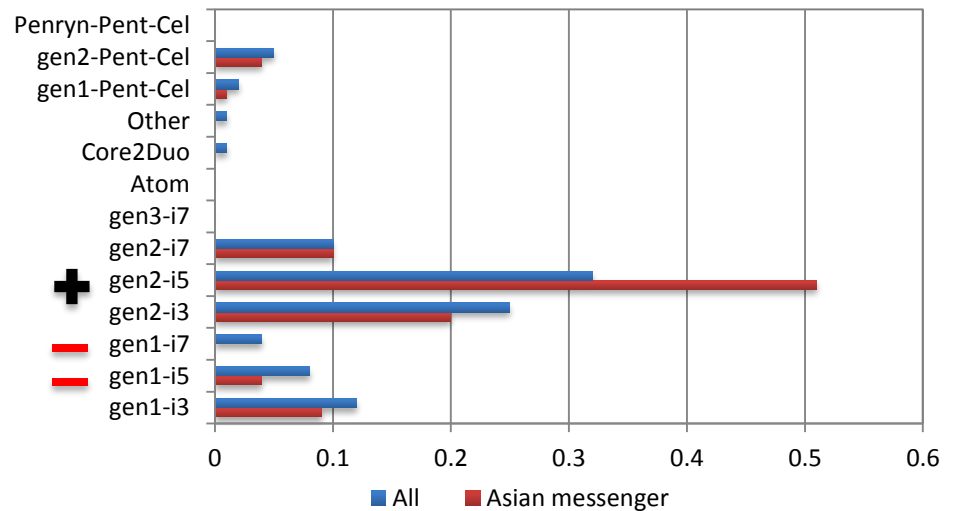
P8 (31K, 204)
Asian messenger



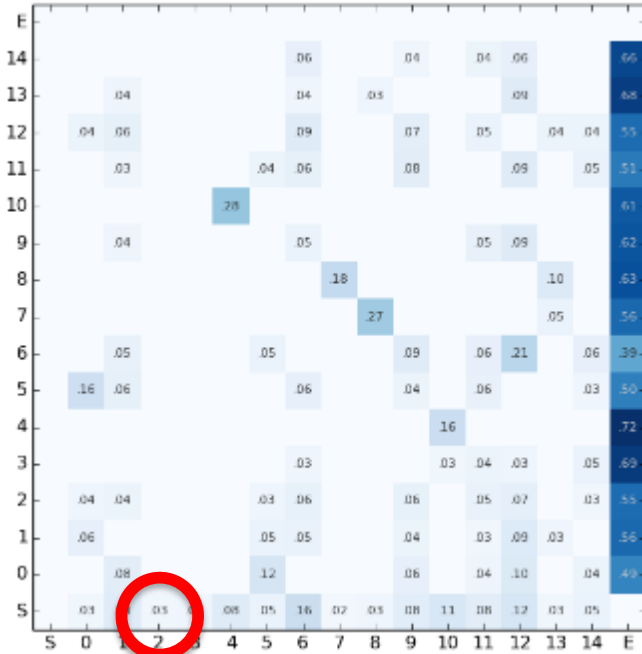
Geolocation



CPU Type



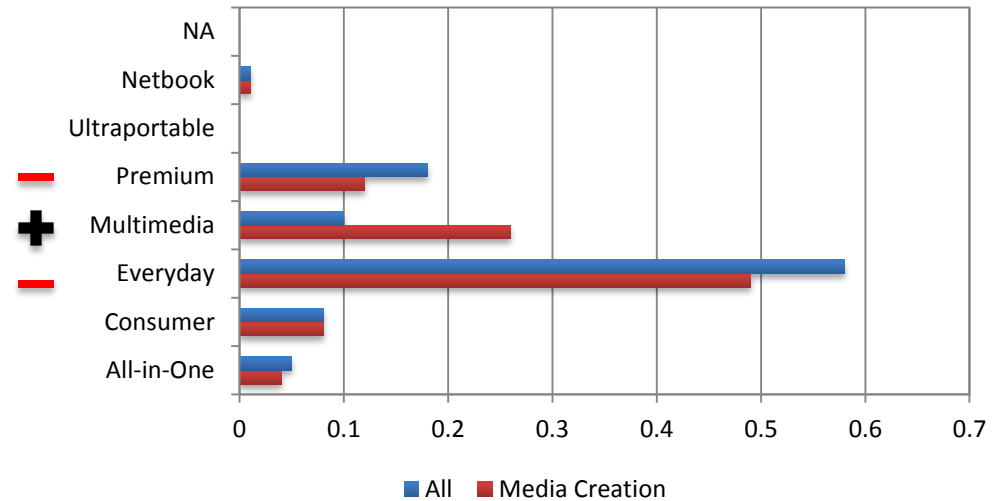
Side information correlation



P2 (32K, 211)
Media creation

photoshop.	49.7
skype.exe	10.1
wmpnetwk.	7.7
wmplayer.e	5.4
dropbox.ex	4.8
winword.ex	4.7
illustrator.	2.6
itunes.exe	1.8
indesign.ex	1.2
acrord32.e	1
utorrent.ex	1
dreamweav	0.8

System Type



LESSONS LEARNED

Lessons learned (1)

- We had to eliminate all web-browsing related applications in order to get meaningful protos
 - With browsers in, the protos and their transitions were dominated by users switching between different browsers.
 - A large chunk of user activity is lost.
 - Need visibility into what the users are doing with their browsers to properly model/analyze this aspect of user behavior.

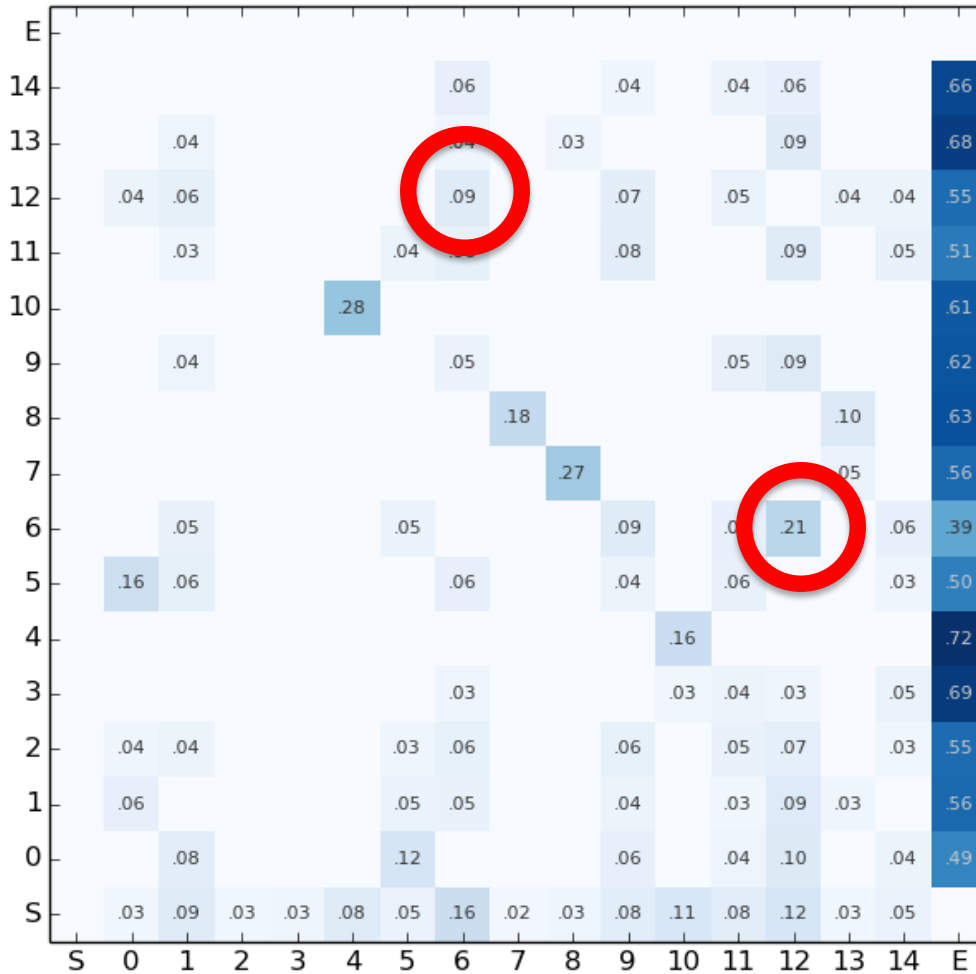
Lessons learned (2)

- Granularity of usage: Application vs. application class
- Each application was mapped by Intel to one of 11 application classes.
 - Our early attempts to represent a user's usage in terms of application classes did not produce very encouraging results.
 - We need to see how the Orion approach performs with that representation.
- Application-level representation fails to model usage of application subclasses for which there are not dominating applications.
 - Users use a large number of applications to perform essentially the same task.
 - Need to identify these scenarios and create sub-application classes to group them by.
 - A middle ground between the individual applications and the 11 top-level classes.

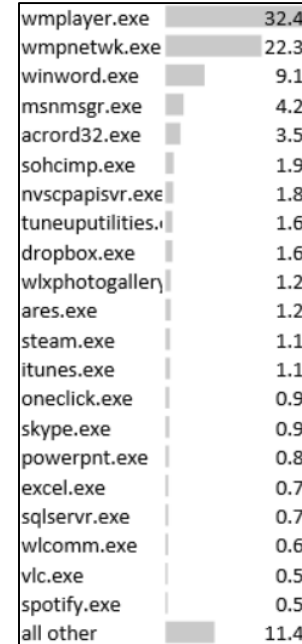
Lessons learned (3)

- Data cleaning
 - We ended up spending a large amount of time mapping across different versions of the same application:
 - Locale specific executable names
 - Executable names with embedded version numbers
- There is a need to map the different executables that are running in the context of a single application into a unique application ID:
 - background processes, daemons, auxiliary programs, installers, servers, clients, etc.
 - This is also related to the granularity issue discussed earlier.

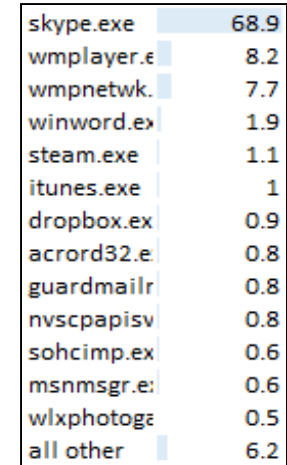
Proto transitions



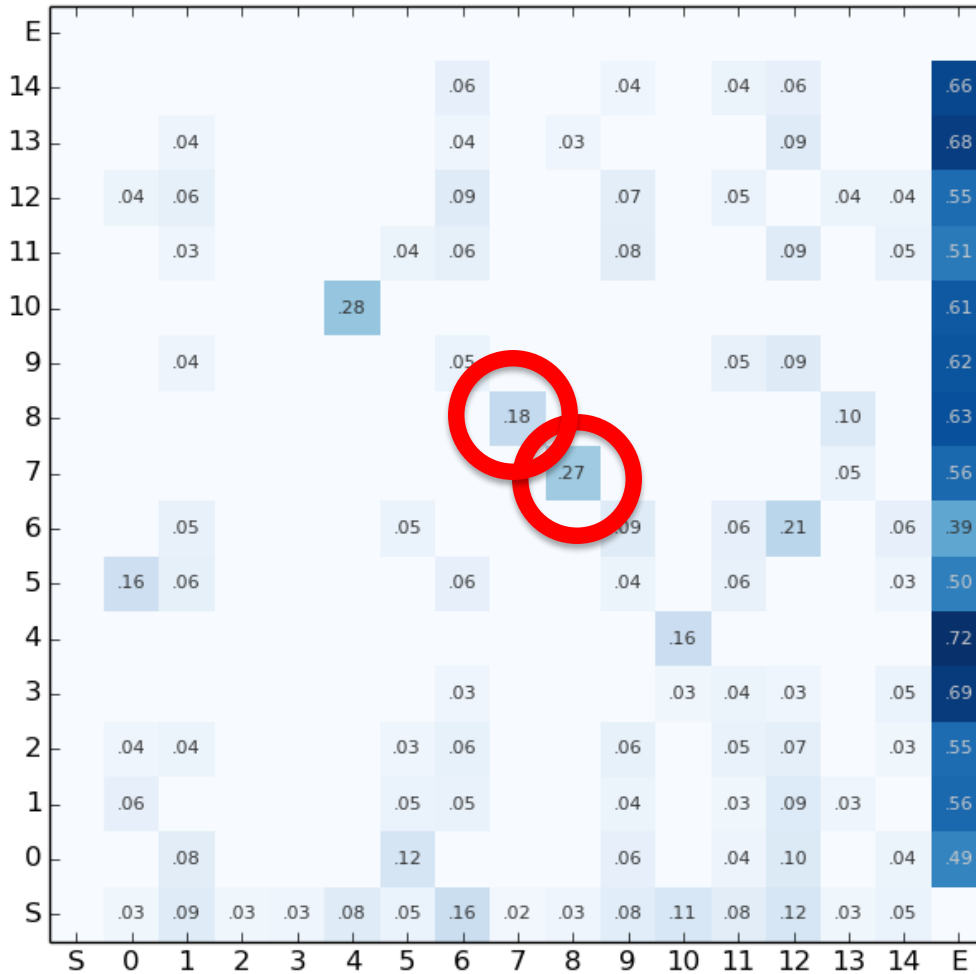
P6 (105K, 85)
Media player



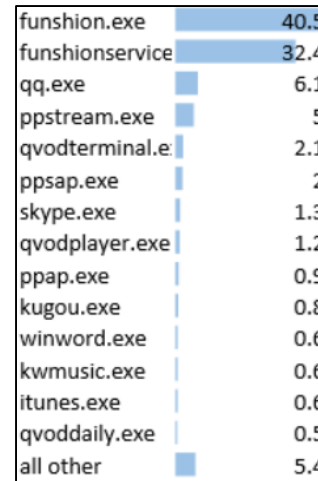
P12 (115K, 195)
Skype



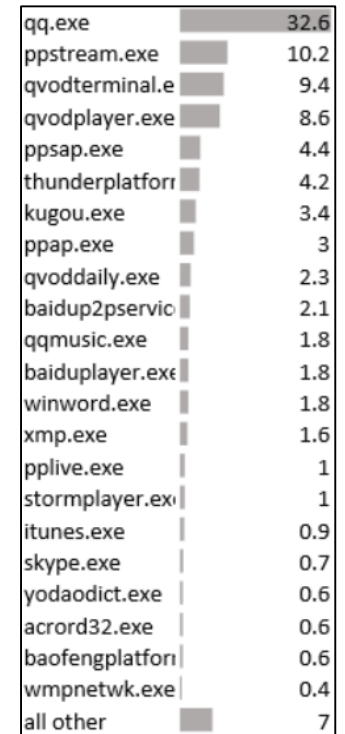
Proto transitions



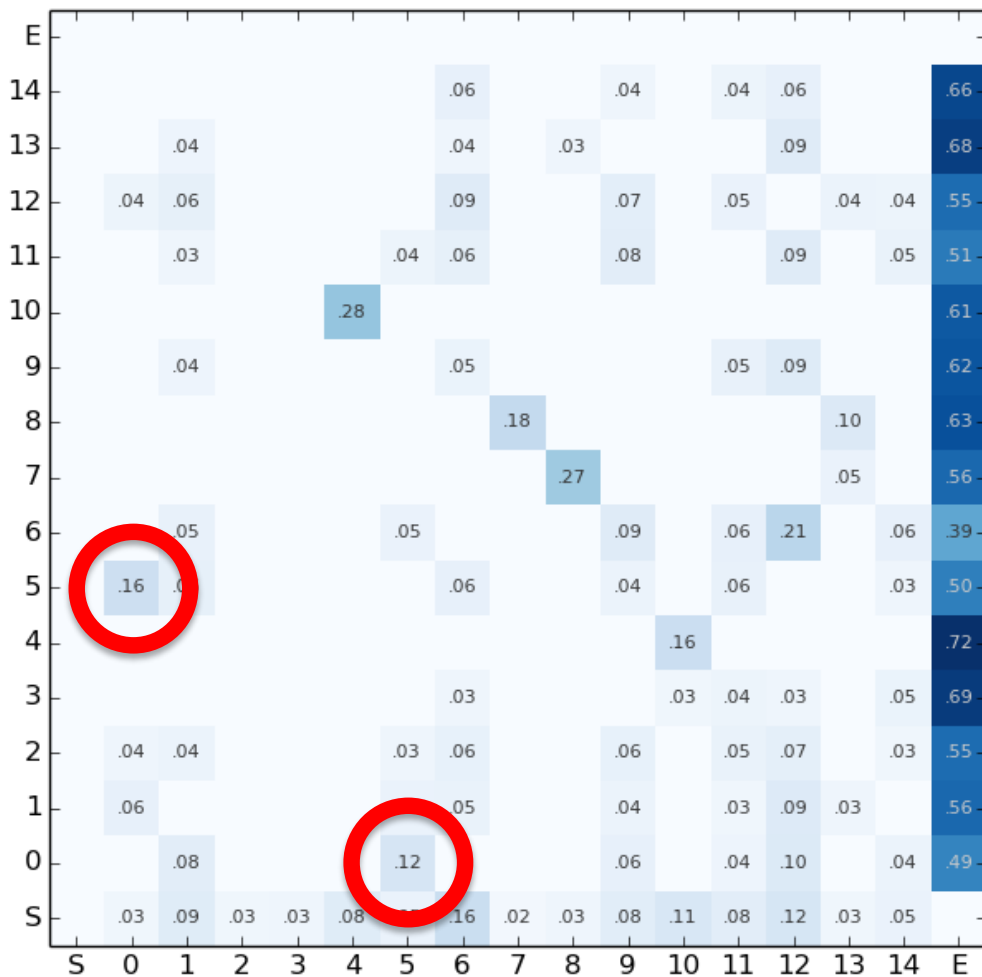
P7 (22K, 384)
Asian media
downloads



P8 (31K, 204)
Asian messenger



Proto transitions



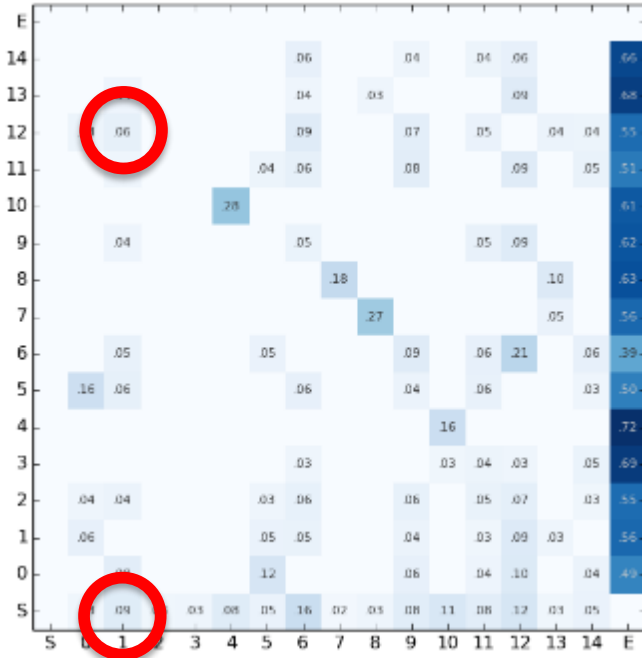
P0 (37K, 356)
Communicate & watch

skype.exe	36.4
vlc.exe	34.1
utorrent.exe	11.2
wmplayer.exe	4.5
wmpnetwk.exe	4.1
winword.exe	1.9
itunes.exe	1.9
dropbox.exe	1.2
all other	4.7

P5 (48K, 242)
Media downloads

vlc.exe	51.5
utorrent.exe	17.4
wmplayer.exe	7
wmpnetwk.exe	6.9
winword.exe	3.2
itunes.exe	3.1
dropbox.exe	1.7
acrord32.exe	1.7
nvscapi32.exe	1.1
bittorrent.exe	0.7
steam.exe	0.4
all other	5.3

Side information correlation



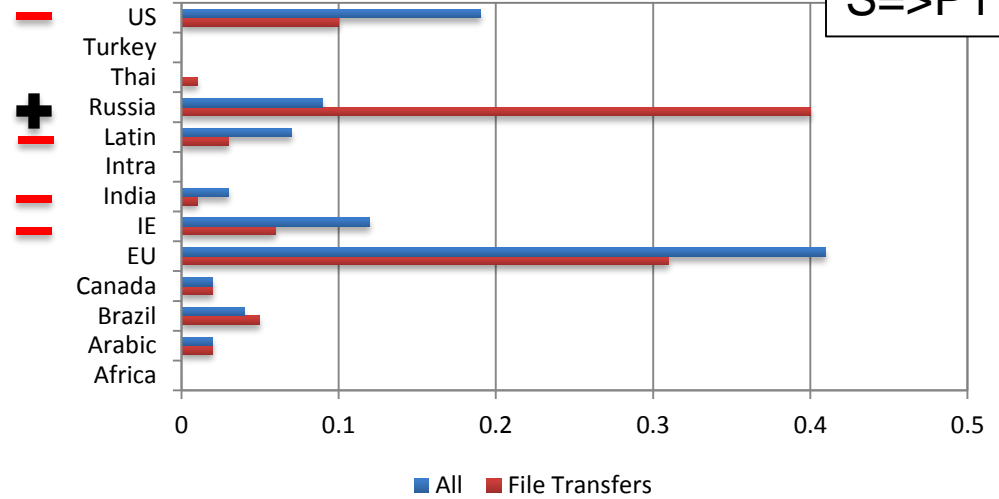
P1 (83K, 238)
File transfers

utorrent.exe	48.8
skype.exe	23.1
wmplayer.exe	7.9
wmpnetwk.	4.6
winword.exe	2.5
guardmailr	2.1
mpc-hc.exe	1.4
itunes.exe	1.3
nvscpapisv	1
kmplayer.e	0.9
dropbox.exe	0.7
acrord32.e	0.7

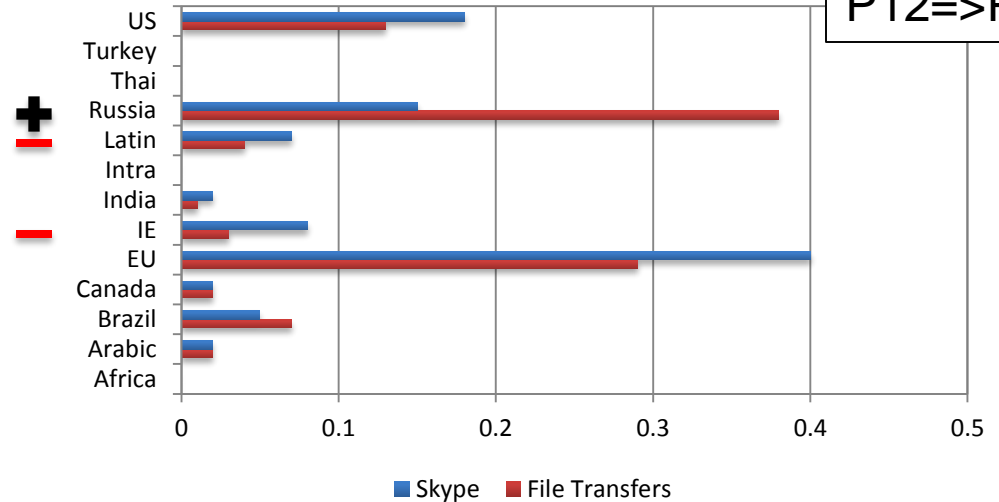
P12 (115K, 195)
Skype

skype.exe	68.9
wmplayer.exe	8.2
wmpnetwk.	7.7
winword.exe	1.9
steam.exe	1.1
itunes.exe	1
dropbox.exe	0.9
acrord32.e	0.8
guardmailr	0.8
nvscpapisv	0.8
sohcimp.exe	0.6
msnmsgr.exe	0.6

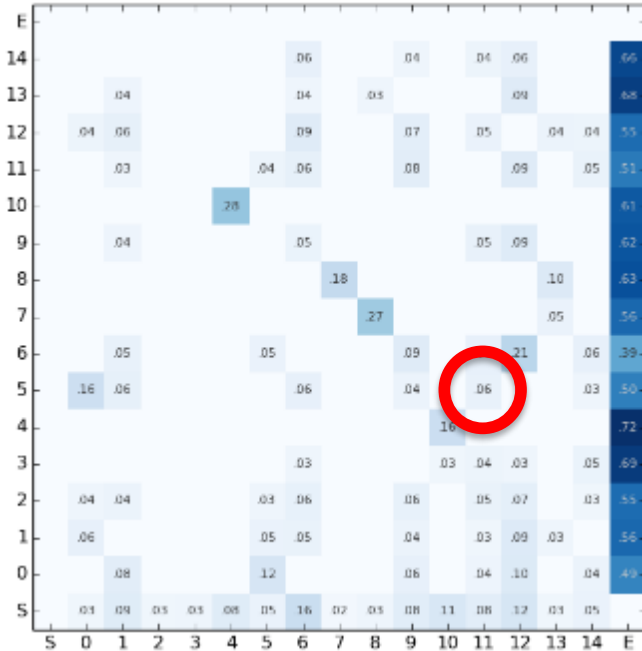
Geolocation



Geolocation



Side information correlation



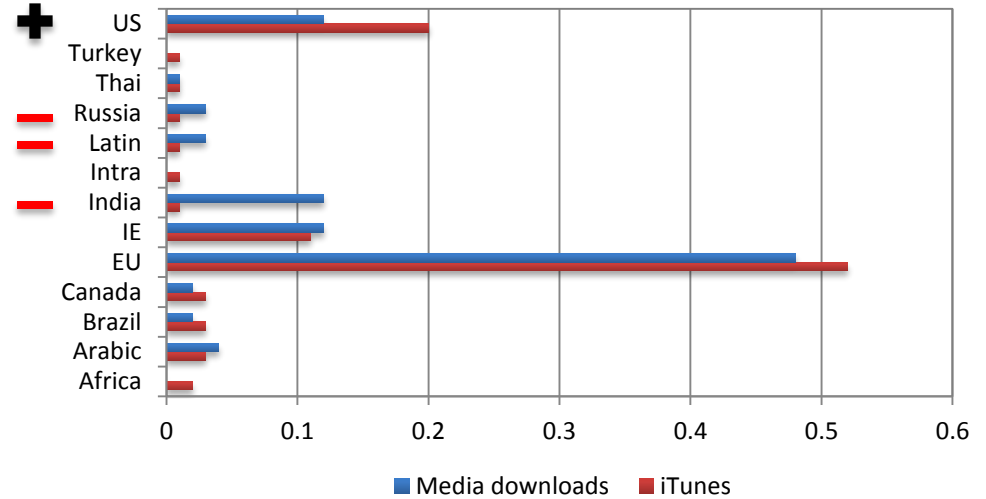
P5 (48K, 242)
Media downloads

vlc.exe	51.5
utorrent.ex	17.4
wmplayer.e	7
wmpnetwk.	6.9
winword.ex	3.2
itunes.exe	3.1
dropbox.ex	1.7
acrord32.e	1.7
nvscpapisv	1.1
bittorrent.e	0.7
steam.exe	0.4
all other	5.3

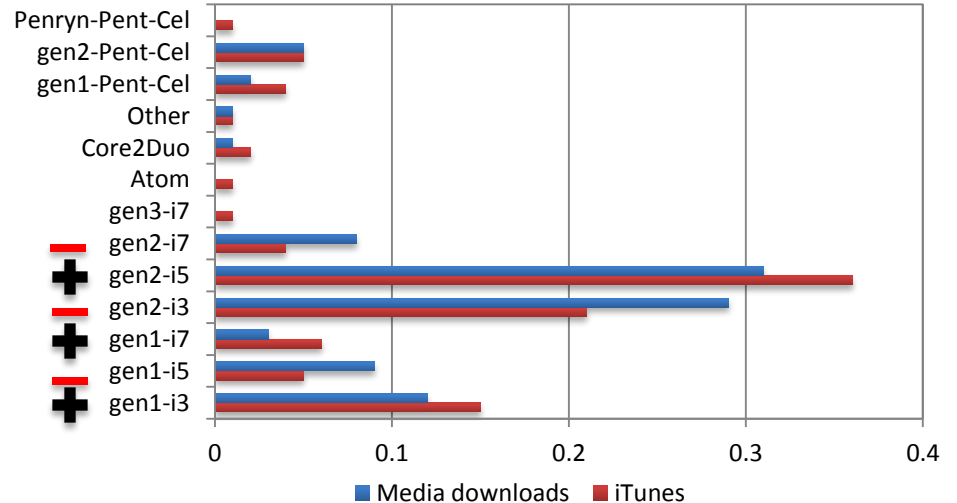
P11 (72K, 243)
iTunes

itunes.exe	40.4
wmpnetwk.	26.8
skype.exe	8.3
winword.ex	5.6
sohcimp.ex	4.9
wmplayer.e	4.6
dropbox.ex	1.9
acrord32.e	1.2
spotify.exe	0.8
utorrent.ex	0.6
all other	4.9

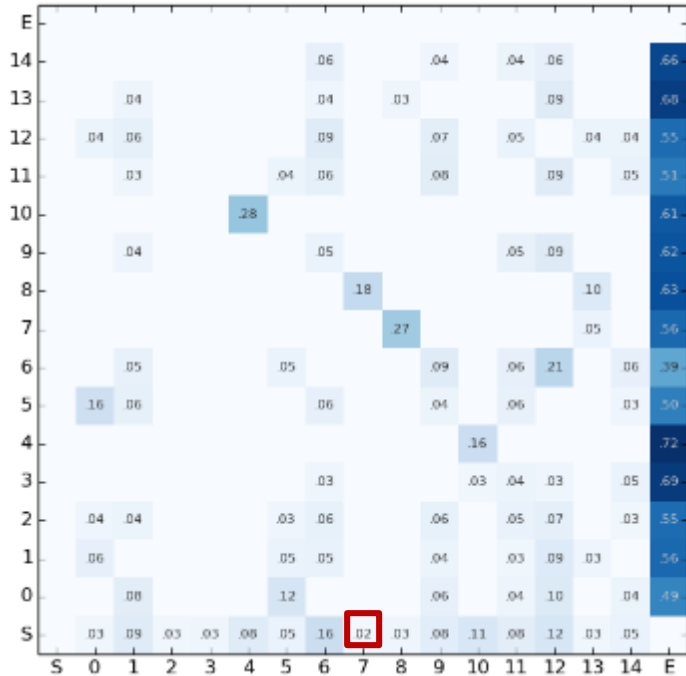
Geolocation



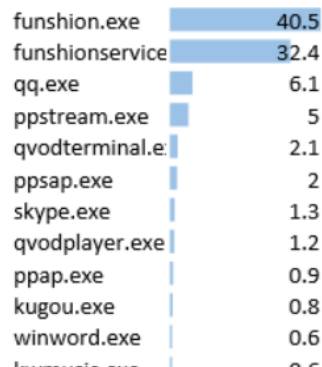
CPU Type



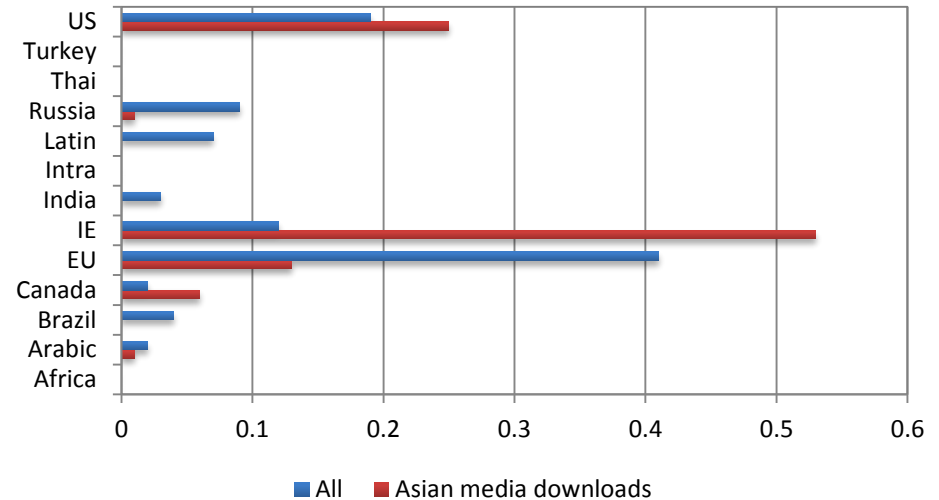
Side information correlation



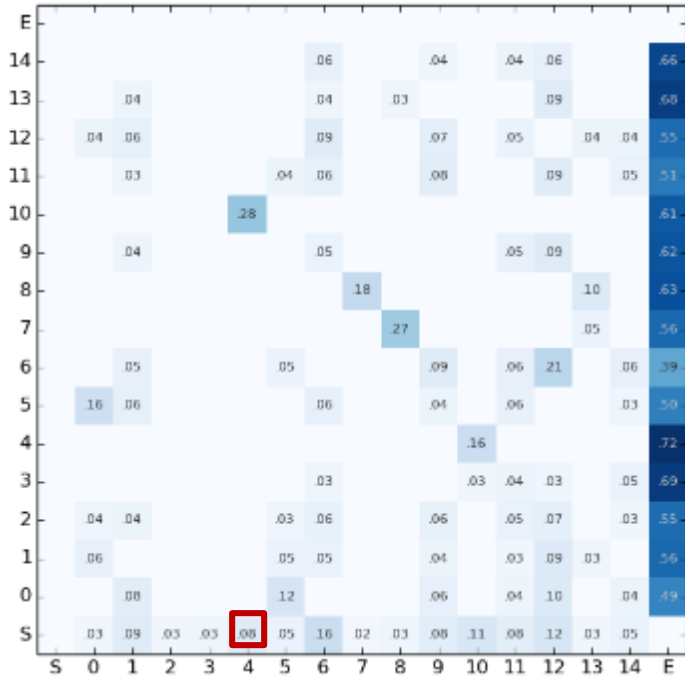
P7: Asian media downloads



Geolocation



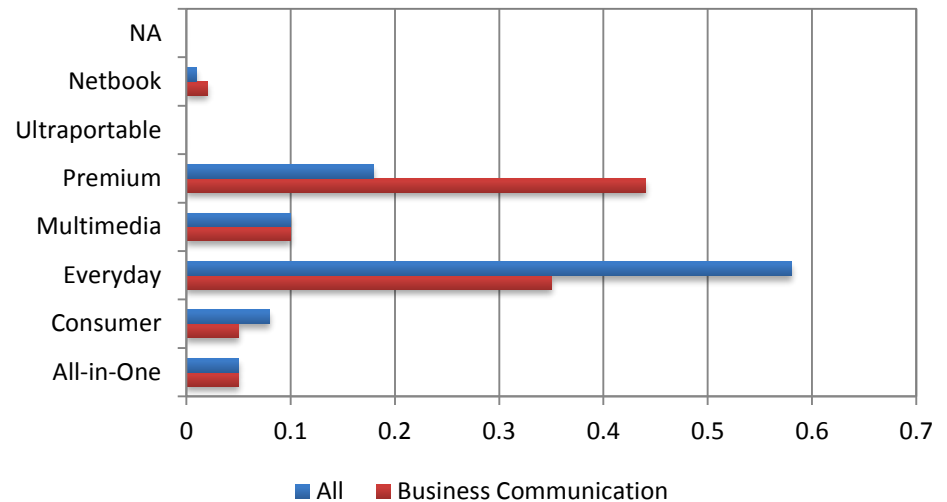
Side information correlation



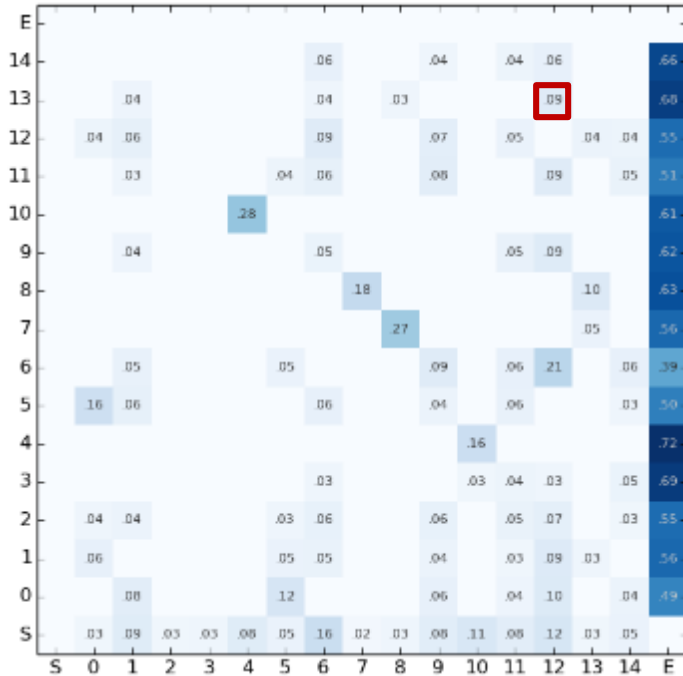
P4: Business communication

outlook.exe	33.1
skype.exe	32.7
winword.exe	11.6
excel.exe	8.3
acrord32.exe	3.7
dropbox.exe	3
wmpnetwk.exe	2.3
powerpnt.exe	1.3
all other	4

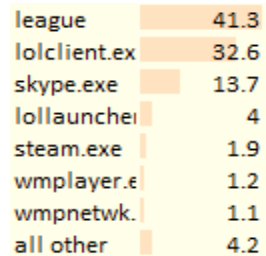
System Type



Side information correlation



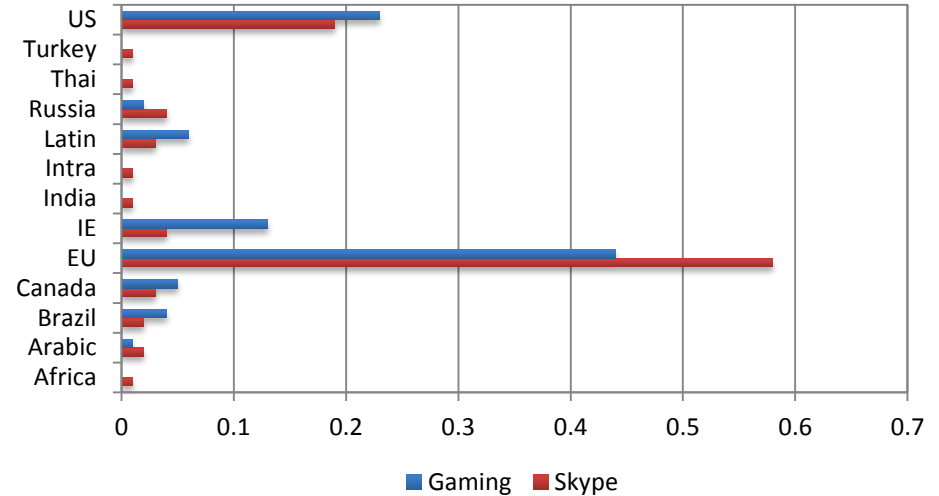
P13: Gaming



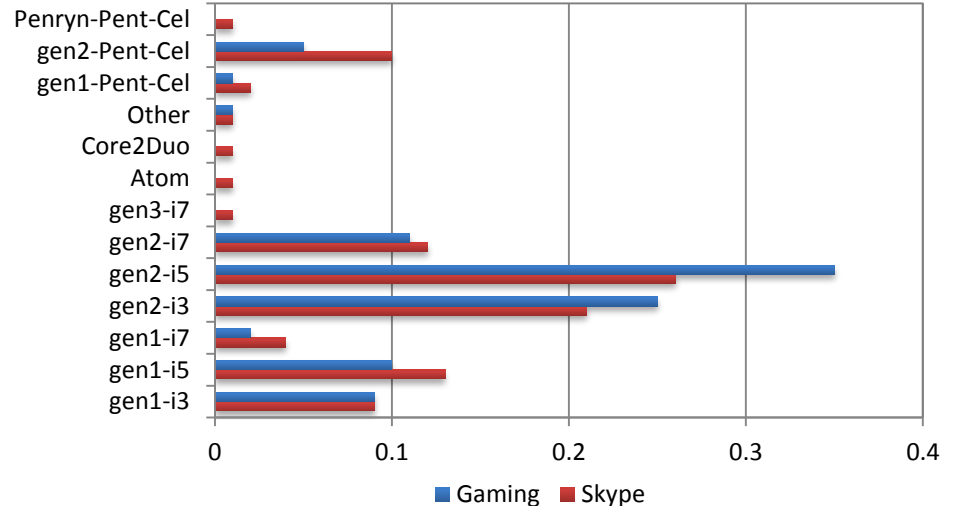
P12: Skype



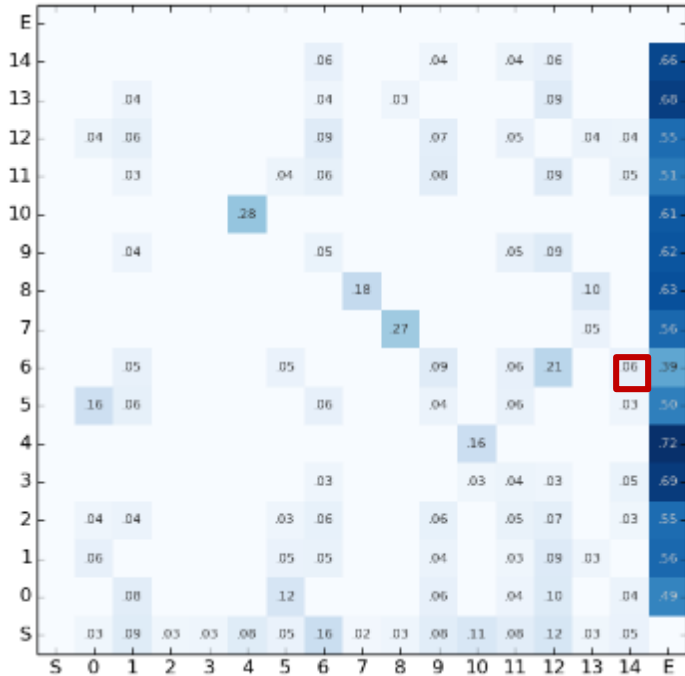
Geolocation



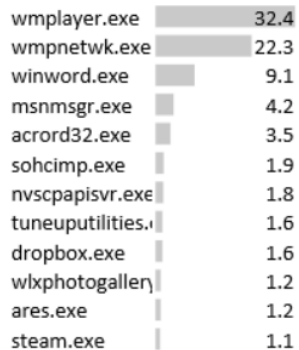
CPU Type



Side information correlation



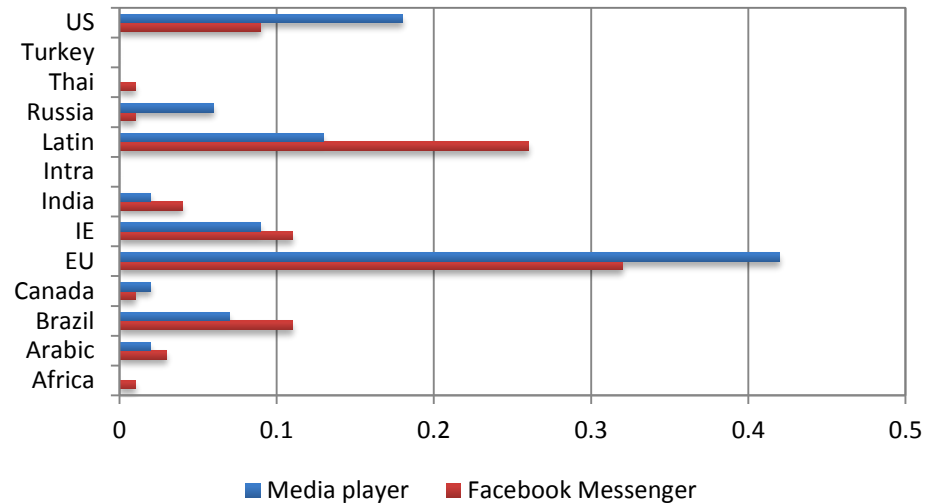
P6: Media player



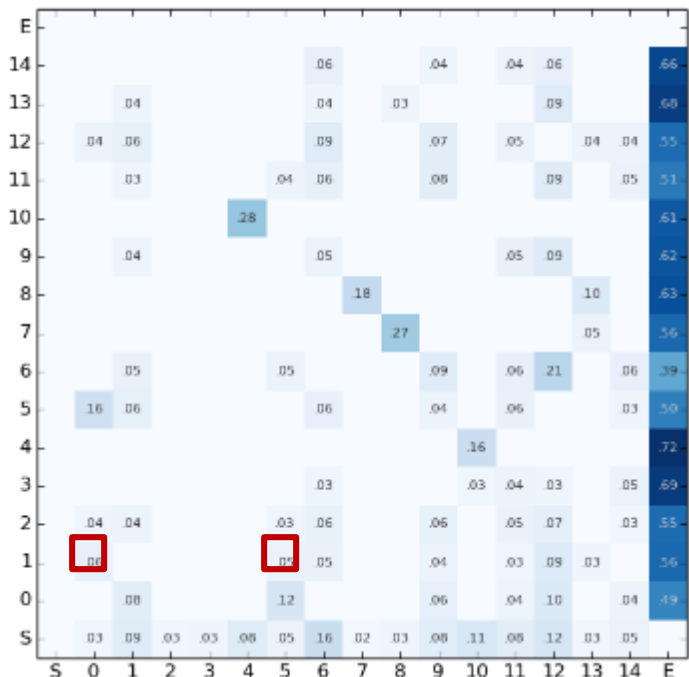
P14: Facebook Messenger



Geolocation



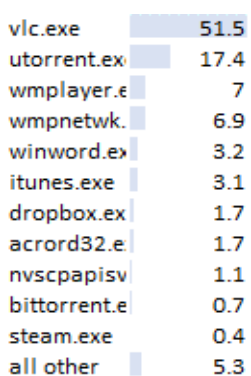
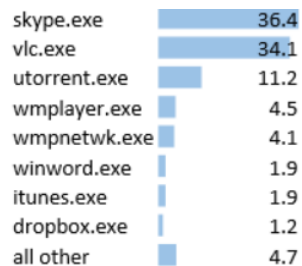
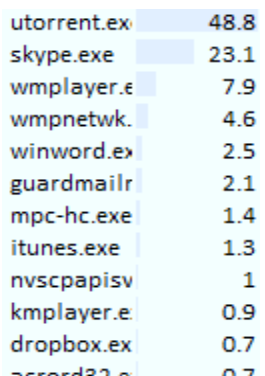
Side information correlation



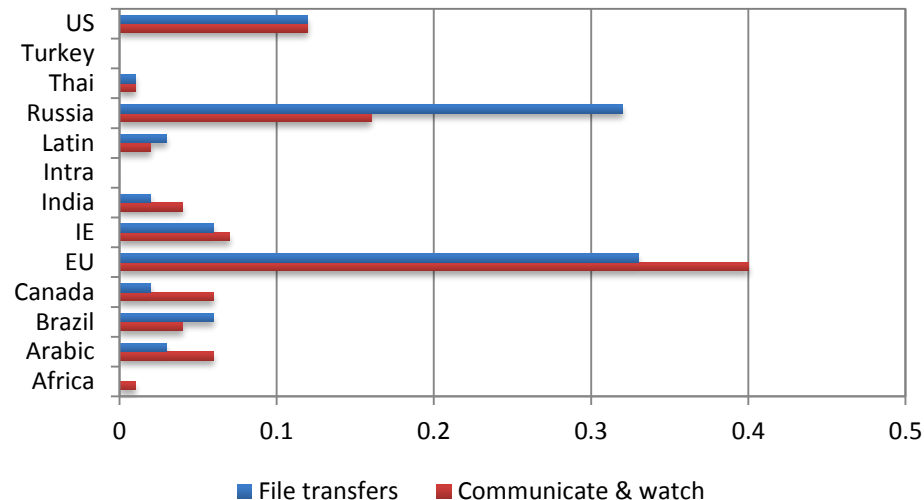
P1: File transfers

P0: Communicate/
watch

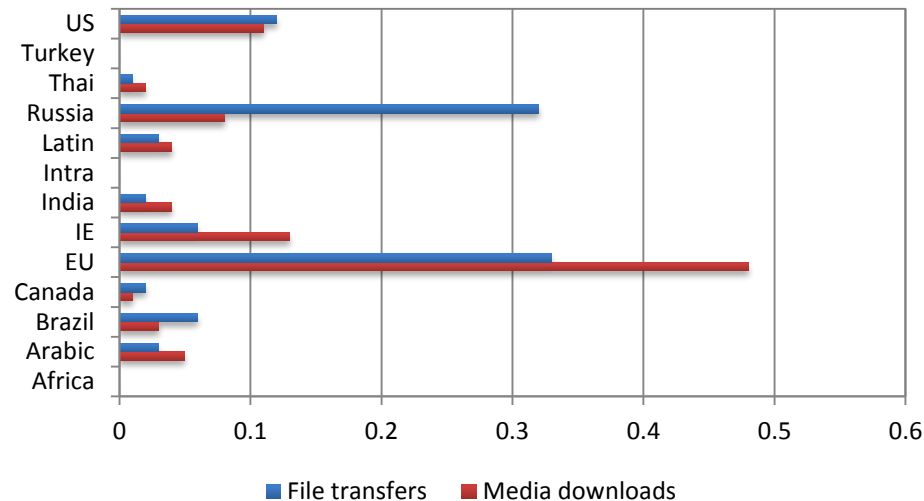
P5: Media
downloads



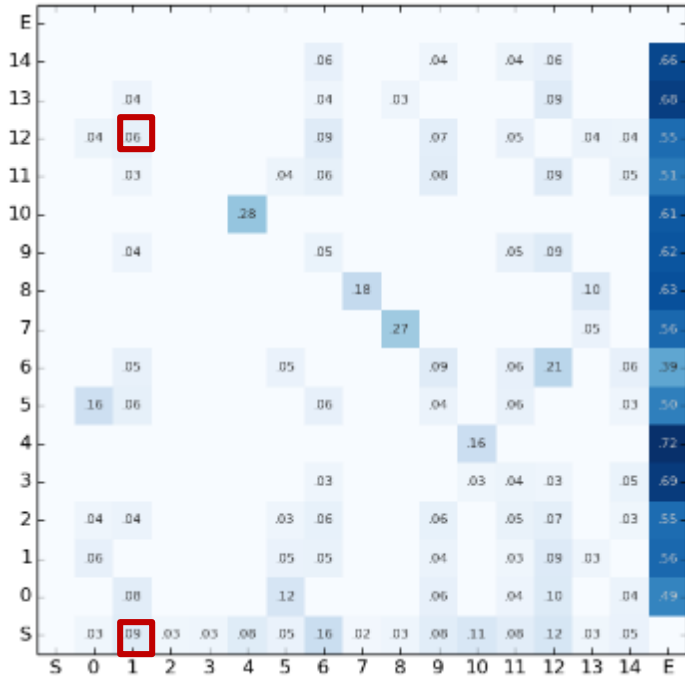
Geolocation



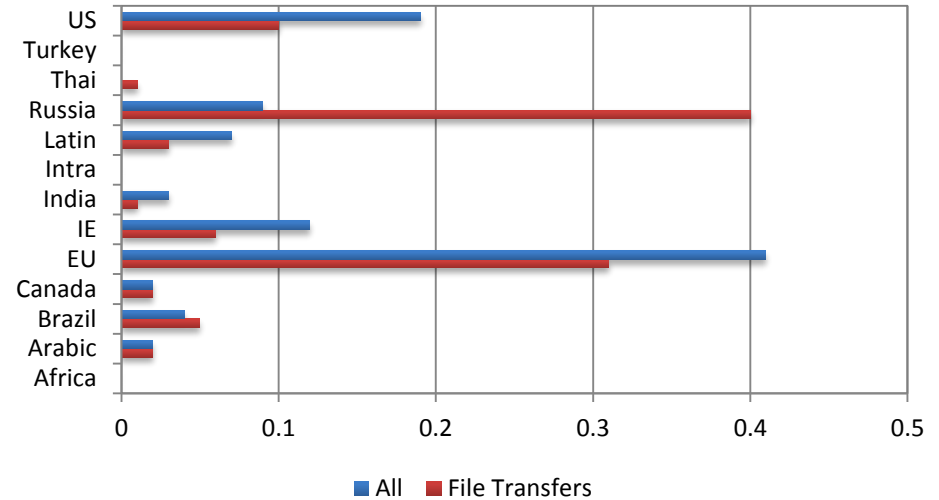
Geolocation



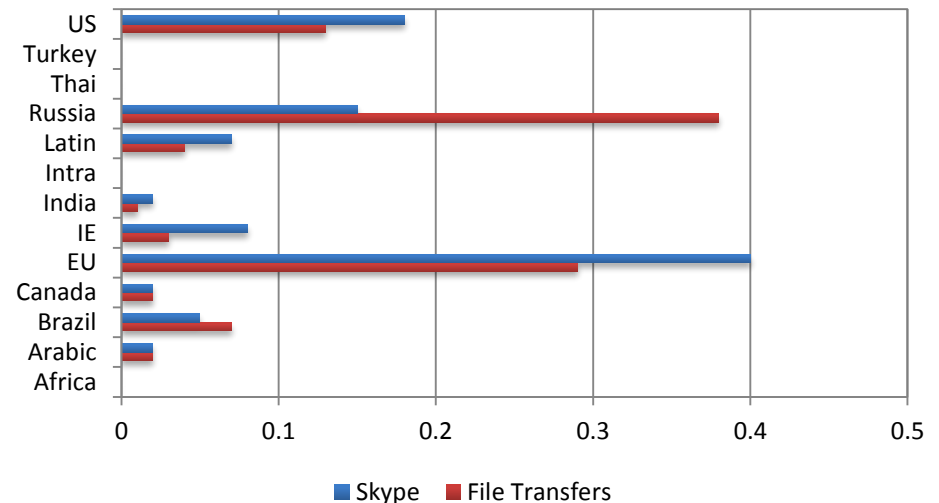
Side information correlation



Geolocation



Geolocation



P12: Skype

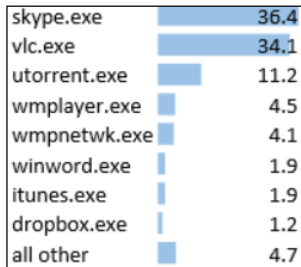
skype.exe	68.9
wmplayer.e	8.2
wmpnetwk.	7.7
winword.ex	1.9
steam.exe	1.1
itunes.exe	1
dropbox.ex	0.9
acrord32.e	0.8
guardmailr	0.8
nvscpapisv	0.8
sohcimp.ex	0.6
msnmsgr.e	0.6

P1: File transfers

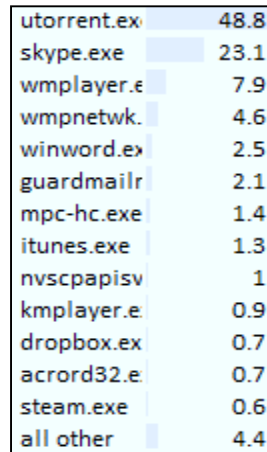
utorrent.ex	48.8
skype.exe	23.1
wmplayer.e	7.9
wmpnetwk.	4.6
winword.ex	2.5
guardmailr	2.1
mpc-hc.exe	1.4
itunes.exe	1.3
nvscpapisv	1
kmplayer.e	0.9
dropbox.ex	0.7
acrord32.e	0.7

Prototypical behaviors (protos)

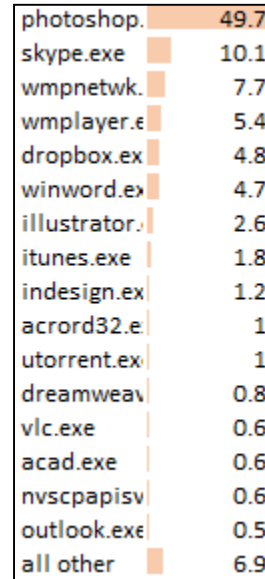
P0 (37K, 356)
Communicate & watch



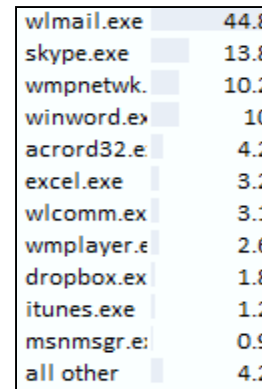
P1 (83K, 238)
File transfers



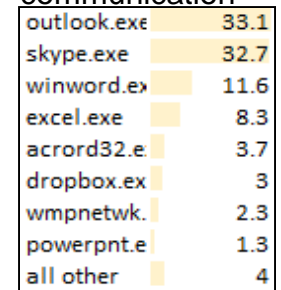
P2 (32K, 211)
Media creation



P3 (31K, 231)
Email & office



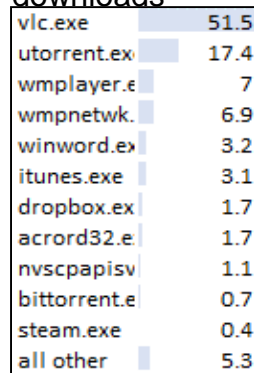
P4 (106K, 364)
Business communication



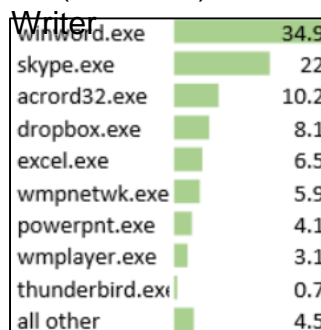
P6 (105K, 85)
Media player



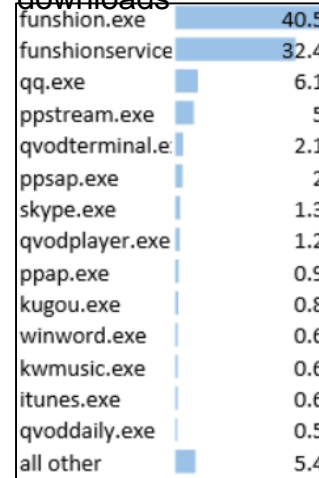
P5 (48K, 242)
Media downloads



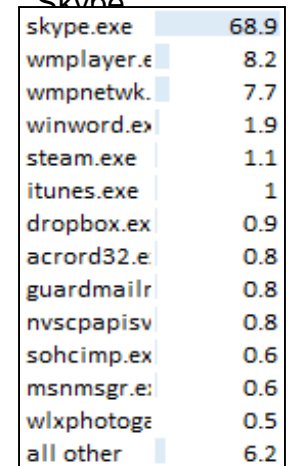
P9 (83K, 239)
Writer



P7 (22K, 384)
Asian media downloads

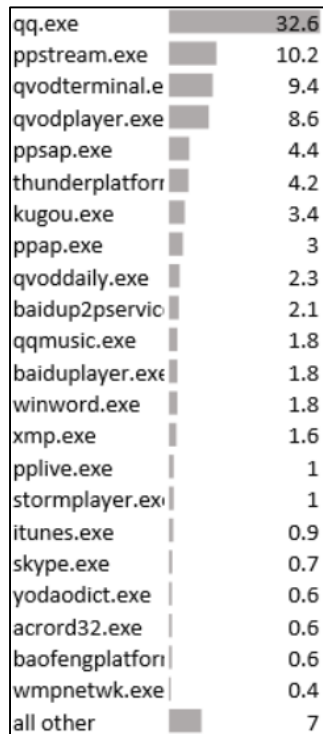


P12 (115K, 195)
Skype

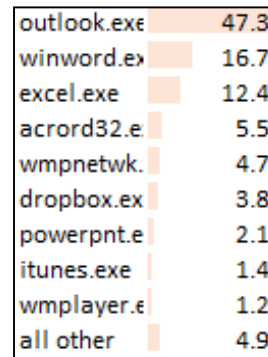


Prototypical behaviors (protos)

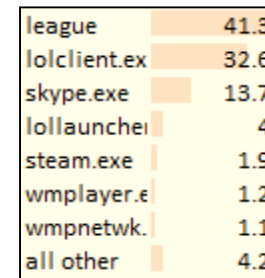
P8 (31K, 204)
Asian messenger



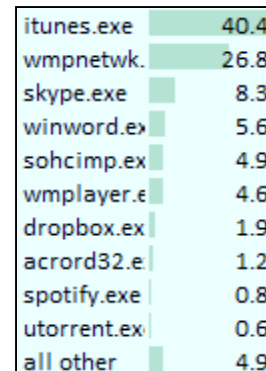
P10 (105K, 249)
Office



P13 (35K, 557)
Gaming



P11 (72K, 243)
iTunes



P14 (71K, 296)
Facebook
Messenger

