

**Counter Intelligence
& Kitchen Sync**

White Paper

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Introduction

This paper presents a vision of a future. In the last two decades a great deal of time and research has been spent on Living Room of the Future projects. These usually meant big screen televisions quadraphonic sound and strategically placed sofas. The problem with the living room is that it's a passive environment the user sits and absorbs be it reading the newspaper or watching television. Compare this to the fundamentally interactive kitchen.

The kitchen is an intrinsically dynamic environment. As materials enter are processed and leave. The user of the kitchen invariably contributes to that processing whether it be putting a pre frozen lasagna in the microwave or meticulously leafing through The Joy of Cooking for a four course dinner. As the two way conversation of the Internet is to the one sided oratory of television Kitchen Sync is to the Living Room of the Future.

Kitchen Sync is a digitally connected self aware kitchen which has no ledge and memory of its activities. It is a multifaceted system consisting of both intelligent individual elements and fundamentally connectivity between those elements. In practice we are building individual components while maintaining design philosophies that encourage inter unit communication. Within the Personal Information Architecture group we are also building an infrastructure specifically designed to enable communication between such elements.¹

¹ More information available from the leader of the live project (Matthias Gray mkgray@mit.edu)

We present here a basic overview of the three stages of devices which comprise Kitchen Sync. References to individual projects will be made clear as we go into more depth on the theories behind their operation.

Primary Stage Devices: Self-Identity & No Communication

At the lowest level of intelligent elements are devices which are only aware of themselves and do not communicate to the outside. One of the first realizations in working with Things That Think is that this is simply not interesting. With intelligence comes the need to communicate to move data in and out.

Secondary Stage Devices: Self-Identity & Communication

The first element of Kitchen Sync was a micro-oven provisionally named PC Minners and later renamed MicroChef. It embodied some of the basic ideas around which Kitchen Sync is based: identification and association of information with that identification. Later versions added more control over the actual use of the micro-oven including new functions correlating cooking time to weight but the basic information identification structure has remained unchanged.

Mr. Java is exemplar of the second stage of Kitchen Sync. An intelligent coffee machine it identifies the user through their cup and feeds the user the coffee they want and the information they want. For example as an expatriate Englishman I have a double tall latte and listen to the latest news from London.

MicroChef was developed by Steve Gray gray@mit.edu

At the Media Lab we refer to this in terms of bits and atoms. Mr. Java feeds the user the arrangement of bits and the arrangement of atoms they want. Atoms are things you can pick up, touch, manipulate. Bits are information. A dog is an arrangement of atoms whereas the concept of a dog is an arrangement of bits. In this case the arrangement of atoms is espresso or latte. Arrangements of bits can be the news from London or the local weather report or my personal stock portfolio.

Third Stage Devices: Memory

The third stage of Kitchen Sync has components that are not only self-aware but have some memory of their use. A Mr. Java coffee cup is tagged with a simple RFID tag functioning similarly to a barcode. A given cup merely knows it is a coffee cup. A single step along is a coffee cup that knows when it was last used and will release this information when asked perhaps by a coffee machine or a device that wants to make sure your coffee doesn't get cold. Perhaps more useful is a fridge door that knows when it was last opened and if it's been closed since that point. The simple addition of memory adds a wealth of possibilities for an item.

One can also think of this third stage of having memory as being a series of temporal sequences. Mr. Java's second stage device functions in the instant when a cup is presented: he makes coffee and plays the news. Each cup is treated as a separate, isolated incident unrelated to the one before it. Counter Intelligence however is a series of time and sequence: it's important to add the flour before putting on the icing, for example.

We can continue along this trail: one project for the future is to produce a fridge which is aware of its contents and can take action based on that

awareness. We envisage a fridge that is not only aware how much milk it contains but also orders more should that milk run out. Once a fridge or a cupboard or a pantry or a larder is completed Kitchen Sync will have reached a stage where there is a serious possibility of using the intelligent Kitchen on a day to day basis.

Eventually we hope to assemble an entire intelligent kitchen environment and spend time working within the space and using the equipment on a day to day basis. In the long term of course we hope to see Kitchen Sync projects being used in commercial and residential kitchens.

Past Projects

PC Dinners / MicroChef

PC Dinners was the first Kitchen Sync project formed as a collaboration between myself and Steve Gray prior to conceiving an intelligent kitchen as a whole. In its simplest incarnation PC Dinners was a microwave with a barcode scanner controlled by a



PC

computer. It associated two sets of information with a barcode: cooking information and a sound file. Both were tailored to the product so french toast asked you to please remove the toast from the packet and put it in the microwave simultaneously. Moreover, wishes had the wish Chef saying something along the same lines with the addition of the occasional bor bor bor.

Gray later added to the user interface providing the facility to change cooking times and store recommended times and also added a simple eight scaling function. The project was renamed MicroChef.

Mr. Java

Mr. Java is an intelligent coffee machine. It is based on an Acorto's automatic coffee machine which in its unaltered state makes a variety of hot coffee and milk based drinks at the touch of a button. By interfacing with the diagnostic

More information is available in Gray's thesis

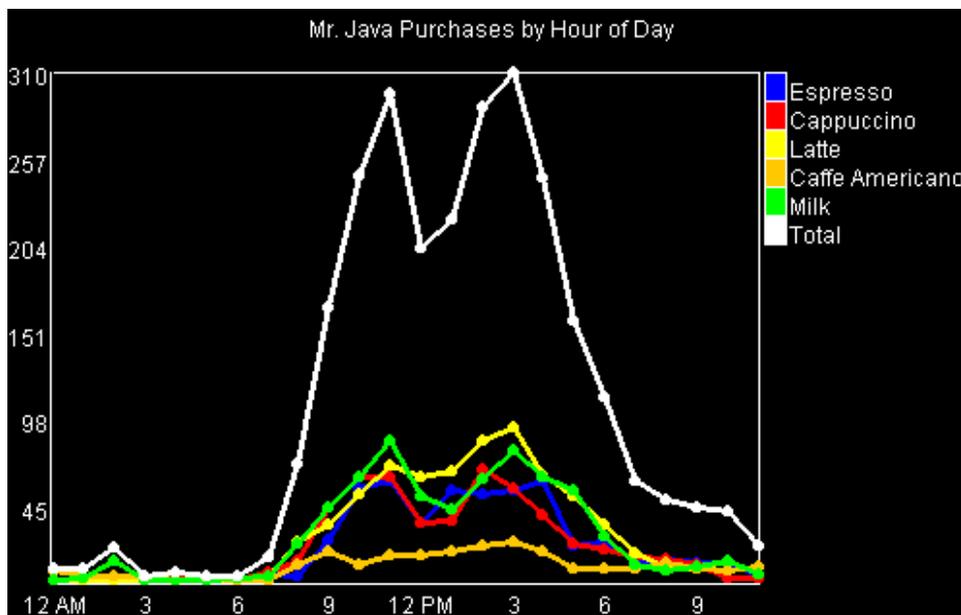
serial port we were able to control Mr. Java by means of a tag reader placed under the spout.

The user places their cup under the spout as usual. The reader located under the spout reads the tag on the bottom of the cup and transmits the result to a computer. The computer could then issue commands to the Acorto to make the appropriate drink and play the associated realAudio feed through the speakers.



Mr. Java

Mr. Java does not gather information on individual users' coffee use although it provided that facility by letting users set their own level for their audio feed which would let users keep track of their own consumption. However, we did keep track of overall consumption including dividing the data by day and by hour over time. For example, we saw a consistent daily pattern



Mr. Java – Purchase by hour of day

Morning coffees peaked at 11am and the second another mid afternoon peak at 4pm. Rarely visible at 9pm is our first espresso peak apparently if you're still drinking coffee at 9pm then it better be espresso.

This kind of information was of great interest to many sponsors both Kraft Foods owner of Maxwell House and P&G owner of Folgers spend a great deal of time and effort tracking usage statistics such as these. Presently it's entirely done by hand someone sits next to the coffee machine with a clipboard. Mr. Java's type of unobtrusive monitoring that can actually add value to the product being purchased has possibilities for a wide variety of applications.

Mr. Java has been a great success. Starbucks purchased an entire system for their Dallas MarketSpace of the future and are presently considering assembling another ten systems for various offices and showrooms. Kyle Anderson CEO of Acortto sees Mr. Java as the missing element between a regular Acortto automatic espresso machine and the barista it provides entertainment. A barista chats about the weather tells jokes Mr. Java adds back that functionality. There are currently plans to exhibit a Mr. Java in Acortto's main lobby.

Current Projects

Counter Intelligence

The kitchen counter is one of the most used portions of the kitchen or space is invariably prime real estate in food preparation. A wide variety of tools are used in conjunction with the counterspace in any food preparation weighing scales measuring cups bowls spoons and importantly ingredients. Counter Intelligence tries to integrate itself into your



or habits by serving as an interface between you, the recipe, and the food being prepared.

How can a kitchen help you make brownies when you pull out the cookbook and start measuring ingredients into a bowl. Out of baking powder? Well, you remember you can use baking soda, but do you double or half the quantity? Oops. Just put the eggs in before the milk. Nope, it doesn't matter, order, why they're listed in that order in the recipe if it doesn't. If you use semi-sweet chips instead of dark chocolate, how do you adjust the sugar? Can't see how much butter to add, that dark chocolate from last time got on the page.

Counter Intelligence takes away these problems. It's fully aware of a recipe, the sequence, the ingredients, possible substitutions. We're in the process of building it as a fully expandable system, enabling us to modify the user interface as we learn more. The current extremely prototype system uses a barcode scanner, a scale, and a keyboard for input, and a standard screen for output. It knows a handful of recipes, can suggest substitutions for one or two products, and has a text-based interface.

Since writing this, Counter Intelligence has been changed to include a proprietary RFID sensing system in the place of barcodes and a touch screen for input and output. It is incorporated in a kitchen counter. We expect to add voice input and output in the near future.

We envisage a system almost entirely integrated into a standard floor space area. A scale built into the counter along with an RFID tag reader lets you identify and tare measuring bowls whereas other tag readers barcode readers or La y ish could identify ingredients. A La y ish could let you select ingredients and finished products by tapping their picture on the surface with the entire recipe becoming an interactive experience. Perhaps instead of a line of text saying *Measure 2 cups of flour* Counter Intelligence will have a pair of elves projected on your counter apparently tugging at your real bag of flour.

The possibilities of Counter Intelligence are practically endless. We are consciously not predicting an exact path of evolution for this project or exact technologies we wish to incorporate. By letting it evolve with the technology and change as possibilities arise we're free to create and invent entirely new concepts of kitchen interaction without being locked into an obsolete model.

Future Projects

CoolIO: The Fridge

The concept of an intelligent fridge Cool I O is one that seems fundamental to the intelligent kitchen. We see a fridge as performing for example the following functions

- Keeping track of its contents
 - Location in fridge
 - Date entered fridge
 - Expiration dates

Magnetic field sensing devices.

<http://www.media.mit.edu/projects/fieldimaging/imaging.html>

- Keeping track of desired contents
 - Keeping at least one gallon of milk not more than two days old on hand at all times
 - Automatic shopping list generation or online ordering to replace staple items

An intelligent freezer could perform many of the same functions but could perhaps be easier to prototype as objects that go in or out of a freezer are generally either in Tupperware type packaging or in their original packaging.

We see the development of CoolIO or a similar intelligent fridge as a fundamental part of the Kitchen Sync vision.

Everything Bit: The Kitchen Sink

In an interconnected kitchen even disposal units are part of a communications network that keeps track of comings & goings. We see the sink in such a kitchen at a minimum having a tag reader to read tags from reusable containers being washed Tupperware and the like.

Envision the following scenario. You've had lasagna for dinner and there's some left over. You put the leftovers in a Tupperware container and put it in the fridge. As that lasagna passes the fridge it remembers you made that for dinner. You confirm. Later on feeling peckish you pull out the leftovers and take half for a snack putting the Tupperware back in. CoolIO remembers what was in that tagged container and so assumes it still contains lasagna. Hungry again you pull out the remainder and eat it for lunch the next day.

you put the dirty container into everything it and wash off the food. As you do that the RFID tag reader reads the tag and washes off the data labeling it as empty. The next time you use that container the fridge will ask you what's in the box.

Other Projects

We see all kitchen appliances as having the facility to be integrated into the Kitchen Sync environment. Cameras above stoves can ensure that a watched pot never boils over. Tagged Tupperware can work in conjunction with your sensor so it knows when it's dirty when it's clean and what it's got in it. Dishwashers know what they have inside and when what's inside needs to be clean. Trash cans sort recyclables and know when they're full.

However much of this level of automation is only possible when the entire kitchen as a whole is aware. The above projects particularly Counter Intelligence and CoolIO present fundamental portions of the Kitchen Sync vision. Much of the brainstorming to create these ideas has been through the establishment of scenarios given a situation what could Kitchen Sync do to help you? We present an example and encourage readers of this paper to do so within their particular fields of interest.

Scenario *Chocolate Cake*

Kitchen you announce bringing Kitchen Sync out of its sleep. I'd like to make a chocolate cake for desert tonight.

I'm afraid we're out of butter the delivery was delayed. We can substitute olive oil though you liked that last time.

ine.

The sounds of John Coltrane fill the air as you assemble the ingredients list projected on the wall with the Kitchen only occasionally advising you on where you last put the baking powder. You put a mixing bowl down on the counter and look at the wall. The recipe is replaced with a grinning foot high character in a tall cooks hat who points at the flour. You pick it up.

our cups of flour. You start pouring.

One cup... two... three... three and half... and stop.

You put the flour back on the counter.

You can put that away now. You don't be needing it. And it'll make the place tidy.

Unless you accidentally engaged the Mother mode. Still you continue with the rest of the recipe mixing and stirring. The Kitchen reminds you of the substitution and suggests you use low fat chocolate a suggestion you cheerfully ignore despite a tinge of guilt as it updates the calorie count at the bottom of the page. It's only a matter of sliding the cake into the preheated oven and waiting until the Kitchen reminds you to take it out. And if you're in the shower when that happens you don't need to worry your Kitchen will remember to turn the oven off even if you don't.

Theory and Concepts

Cloud Of Bits

We've discovered a lot of ways to look at human computer interaction and the very concept of data in the process of working with Mr. Java and Kitchen Sync. The first is a common enough realization at the Media Lab that we exist in a cloud of bits a set of information about your current condition. Today we mainly think of bits as perhaps graphics webpages audio Time movies. In Personal Information Architecture we go beyond this definition and see bits as a spectrum ranging from the fixed and quantifiable to the fully and intangible.

For example I am six foot two inches tall. That's a constant and relatively unchanging bit. Continuing along our spectrum of bits I have a body temperature pulse and blood pressure that are measurable and recordable using a variety of sensors. Closer the other end of the spectrum I may be hungry or want a particular kind of coffee today. These are far less fixed and easy to measure hunger is a function of blood sugar but goes unnoticed with sufficient levels of adrenaline in the bloodstream.

Context

In our initial design for Mr. Java we had thought about a number of ways to recognize users of the machine. One possibility for example was transmitting badges previously used on the Penguin memo to great success. Stuffed penguins wore nametags that emitted a constant infra red signature saying in effect I'm Irv. I'm Irv. When Mort the other



Mort & Irv

penguin received this. Mort and Irv could have a conversation as they see they were facing each other.

The problem with this is that there's no implicit context. We wanted to avoid the problem of a coffee machine that spees out espresso whenever you walked through the first floor kitchen. In the plans for Kitchen Sync there are many tag readers and ways to identify objects. It's important to know the context in which this is happening.

Another way to think about the importance of context is in thinking about sharing bits. Unless you know what you're looking for, it's hard to figure out whether the stream of information you're looking at is biometric data from a human being on a bicycle, weather data from a probe at Base Camp on Everest, or an ***I Love Lucy*** rerun. It's bits. Once bits leave their creating environment, it's important to ensure that they're implicitly and unambiguously labeled.

Recognise

Humans recognise objects through their senses: vision, touch, smell, and so on. Rather than have computers try to use the same senses to identify objects, an area in which there is already extensive research, we elected to use senses developed specifically for computers. There are a number of systems in current use designed so computers can identify objects.

- barcodes

Barcode technology has a number of advantages: it's cheap, and it's widely available. Commercial products frequently come with barcodes

enabling easy recognition.

o ever there are problems ith current barcodes as implemented in the PC standard that is to say the labels on nearly every product you buy at the grocery store. They don t distinguish bet een different iterations of the same product one can of tomatoes loo s li e another can of tomatoes. That s fine at the chec out but difficult if you re trying to tell ho many cans you have in your larder. If e re trying to eep trac of ho old mil is for e ample its important to be able to distinguish bet een t o cartons of mil that have the same barcode but ere purchased a ee apart.

One possibility ould be for every PC code to have t o separate parts an identification portion and a serial number portion. or e ample a particular



bottle of apple uice currently has the barcode 8 1 1 . 8 refers to the company ho ma e the product as assigned by the PC council. 1 1 is the company s code for 8 fl. o . bottle Pressed Apple Juice. panding this to include a serial number thus say 8 1 1 . 1 ould enable trac ing of that particular bottle s history including storage sale and environmental conditions during shipping.

The most important change in barcodes ill come hen barcodes are no longer seen as identifying objects in themselves but as lin s to information. There is a practical limit on the uantity of information that can reliably be stored in a physical label space there is no limit to the amount of information that can be lin ed to that label.

There s also a t elth number in small print that s the chec sum for the reader to ma e sure it read correctly.

The next step will come when you purchase a product which has its own individual epage. A can of beans will come with its own individual epage detailing such information as production date transport history and time spent on the shelf all entered automatically as it moves along the retail chain. Two apparently identical packets of rice you purchased on two trips to the supermarket can have entirely different histories of transport storage and origin. This incredible quantity of information will begin to appear for high end items a web accessible history of your car say but as time goes on will continue down the value chain.

- I

Radio Frequency Identification has the potential to be one of the most widely used and powerful identifying technologies we have. Tags can be battery powered or unpowered and can be purchased in a variety of sizes and configurations to allow for a wide range of uses. In particular they work through plastic food and other materials and can be set up to work in harsh environmental conditions where barcodes or less robust equipment would be unable to function. Our classic example of this is under the spout of Mr. Java where a polyurethane encased reader is regularly subjected to scalding espresso. The kitchen is no place for fragile technology.

There are a wide variety of RFID tags. The simplest work in much the same way a barcode does giving out a single pre programmed number when placed in the vicinity of a reader. It is also possible to store a limited amount of information on the tags themselves.

The main argument against tags right now is that of cost. Compared to a printed barcode the cost is presently prohibitive except in harsher environments unsuited to barcodes. However researchers at the Media Lab including Rich Fletcher and the recently formed Penny Tags special interest group are making great headway in this problem. Currently a simple tag has a lower price limit of approximately ten cents too much to put on a packet of cornflakes but an entirely reasonable way to track the history of a packet. A tagged world will arrive one bit at a time.

- Biometrics



Biometrics is the term used for identification of people by their physical attributes such as fingerprint recognition, face recognition, and the like. Much research is being done on their possibilities for security identification and the like. However many people feel very uncomfortable about being identified in this way. We have made a conscious decision to avoid working with biometrics in Kitchen Sync as much as possible. Nothing says 'big brother' quite like the phrase 'fingerprint identification' except perhaps 'retinal scan'.

There is a regretful tradition among scientists of ignoring such sociological issues with regards to new technology. We feel it is better to look for alternative forms of recognition technology rather than ignore this discomfort and the very serious issues behind it. For example Mr. Java

functions in a security and privacy conscious manner. No individual usage data is kept while providing the possibility for users to keep track of their own coffee consumption.

- Infrared tags



Infrared technology works in an intuitive way. If the transmitter (say your remote control) can't see the eye of the receiver (say your TV) it won't work. We call this line of sight. It has drawbacks: constant broadcasting is expensive in terms of power. However, remote control type intermittent transmit devices are cheap and powerful. Only working line of sight can be frustrating as anyone who's tried to change channels from off to one side of the television knows. This can be a feature a computer that doesn't see an object until you hold it up front of it makes sense to the user and is a simple way to download data.

The point of all of these different methods of identification is that there are a plethora of technologies with a variety of attributes that can be adapted to fit on any use. Encoding of information is not a single choice arena and includes ones that I didn't mention from magnetic strips on cards to touch recognition technologies. In considering any technology design it is important to take into account the wide variety of methods in which relevant data can be encoded.

Associate

The next step after identification is associating preferences with the object identified be it person, cup, clothing or penguin. These preferences fall into two categories: bits and atoms. This is an important distinction in defining what

we're looking to do in Kitchen Sync. Looking back at that as seen as a kitchen of the future in the sixties through the eyes of the



Jetsons we see a kitchen concerned with manipulating atoms mechanical hands come out holding frying pans into which other mechanical hands crack eggs. We're not trying to deal with manipulating atoms we're interested in bits.

Mr. Java for example associates two sets of information with each tag with each individual's cup. One set is how they like their bits arranged and the other set is how they like their atoms arranged. Arrangements of bits refers to for example the latest news from Peru or the current weather report or the sports scores. Mr. Java goes out across the web and picks up the realAudio feed of your choice and plays it while your coffee is being made. Importantly we've provided the facility for users to create their own realAudio or .au files by linking to a URL which could contain their own personalized stock portfolio or their messages. This also provides them with the means to track their personal coffee consumption without Mr. Java storing such personal individual data.

This concept of preferences for bits and atoms is a powerful concept that can be extended far outside the realm of the kitchen. A car could recognise you through your key or key fob and adjust the seats and mirrors atoms and the radio bits to your preferences. A washing machine could recognise clothing going in through flexible RFID tags and know you might not like your red T-shirt in with your other white wash. All of these are examples of simple but powerful operating concepts.

Within a context recognise and associate preferences.

Conclusions

The field of domestic media is one that will truly come to fruition in the next decade. We currently have use of barcode and RFID technology almost entirely in industrial and commercial settings. As with the computer, the pager, and the microwave we can expect this technology to start to be integrated in to home life.

We frequently asked how long it will be until we see Kitchen Sync technology entering the marketplace. Different pieces of technology will no doubt take different periods of time to really become useful. Mr. Java is currently starting to move into the marketplace with the help of generous support and interest from S and Acorto. MicroChef PC inners technology is already arriving in the home in a variety of forms notably in the Japanese market. Longer term projects include Counter Intelligence and CoolIO which currently appear to be in the ten year range as they require greater investment in an infrastructure and information base. Both will be effected by the degree of growth of shop from home services such as Peapod.

We are currently at the Model T stage of computers. The Model T is still not seventy years later for being available in any colour you wanted so long as it was black. Computers are currently available in any size you want so long as they're a box. You can buy boxes that sit under your table on your table in your bag or in your pocket but they're all boxes.

Kitchen Sync is one example of technology designed to not be a box but instead be a coffee cup, a counter, a toy. A vast quantity of research at the Media Lab is engaged in making non box computers. Kitchen Sync and the Counter Intelligence SI show an extremely exciting and viable area of research in this

arena with a great number of both commercial and research possibilities.

Credits & Acknowledgements

Photos

PC Dinners , pg.		Webb Chappell
Mr. Java , pg. 8		Webb Chappell
Mr. Java by Hour pg. 8	http://mrava.media.mit.edu/byday.gif	
Counter Intelligence		rad eilfuss
pg.9		
Mort & Irv pg. 1		Webb Chappell
arcade pg. 1	http://...mil.com/barcode	
fingerprint pg. 19	http://...linguafranca.com/98/images/fingerprint.gif	
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