

# Llama

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## 1 Introduction

We all have smartphones, with an enormous amount of available applications to choose from. Some of them are games, some are nice, some are just cool. Few of them are indeed *useful* on a daily base.

My favourite application is called *Llama*, which stands for *Location Aware Mobile Application*, and beside having a cute llama icon, it is indeed one of the most practically useful applications in my smartphone.

I understand llama as a rule based application, although the author possibly does not know. In fact, the user can define rules (although the author calls them *events*), that are activated when certain conditions are met; when a rule is activated, it can perform actions that change the state of the phone, or that execute programs.

As an example, these are some of the rules I wrote:

“If I am at home, and the current time is between 2 and 4pm,  
activate *quiet mode*”

as my 4 years-old child is probably taking his nap.

Another rule is

“If I am at work, and on my calendar there is a scheduled activity  
that contains the string ‘lesson’, activate *silent mode*”

Or

“If I am at work, activate the wireless”

and

“If I am leaving work, de-activate the wireless”

as during my travel back home there is no wireless connection, so I can save some battery power.

More precisely, each rule has a precondition, that is a conjunction of the events listed in Table 1 (note however that there is an ‘OR’ condition, that is used for disjunctions of events), and it has a conclusion, that is a conjunction of actions. The possible actions are listed in Table 2; some names refer to states one can activate/deactivate (e.g., ‘bluetooth’ means that you can activate or deactivate bluetooth).

Now, how does Llama know where I am? It does not use the GPS (by default), because it would require too much energy, and quickly drain my battery.

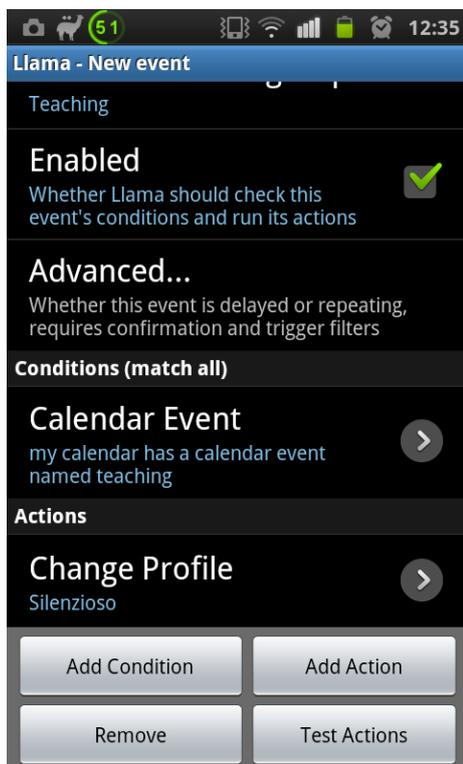


Figure 1: Definition of an 'event' (a rule) that changes the mode to 'silent' when the calendar contains an event named 'teaching'

Active application  
Airplane mode  
Alarm time  
App Notification Bar Icon  
Audio becoming noisy  
Battery level  
Bluetooth Device connected/disconnected/not connected  
calendar event  
Call state  
Car mode  
Charging or unplugged  
Day of the Week  
Desk dock  
Enter/in area  
Leave area / not in area  
Llama variable  
Mobile data connection  
Mobile data enabled/disabled  
Mobile network ID  
Music playback  
NFC tag detected  
OR  
Phone reboot  
Roaming  
Screen on/off  
Screen rotation  
Signal strength  
Time between  
User is present  
WiFi Hotspot  
WiFi Network Connected/disconnected

Table 1: List of conditions that can trigger events

2G/3G/4G  
Account sync  
Airplane mode  
Android intent  
APN  
Bluetooth  
Car mode  
GPS  
Haptic feedback  
Kill Application  
Llama Android location polling  
Llama Bluetooth Polling  
Llama notification icon  
Llama profile Changes lock  
Llama variable  
Llama WiFi Polling  
Local plugin  
Media Player  
Mobile data  
Music/media volume  
Play a sound  
Profile  
Queue another event  
Reboot  
Reminder  
Run Application  
Screen Brightness  
Screen lock  
Screen lock password  
Screen on/off  
Screen rotation  
Screen timeout  
Speak  
Speakerphone  
Turn off phone  
USB mass storage  
Vibrate  
Wallpaper  
WiFi  
WiFi hotspot  
WiFi sleep policy

Table 2: List of actions that can be triggered by rules.

Instead, it uses the approximate localization, that is based on the cell my mobile is currently connected to. Initially, I have to train the llama to recognize my location: I can do so by defining a new location (e.g., *work*, *home*, etc.) and declaring to llama that I will be in such location for some time (e.g., I promise I will stay at home for the next hour). Llama will record all the cells identifiers the phone will be connected to in the next hour, and associate them to location *home*.

The problem is, what happens if my home is in the same cell as (or shares some cell with) my workplace? Then both locations become *active*, and all the rules that are activated in one of the two locations will trigger. As a workaround, the author proposes to remove the common cells from both locations, so we are sure that the events that trigger on entering the location are not activated. But, what about the events activated when *leaving* the location? Do we, as logic programmers, have better ideas?

Also, there are problems if we have conflicting rules. In this case, every 4-5 seconds one of the rules triggers (e.g., the phone switches from silent to loud modes and vice-versa every 4-5 seconds). Maybe a logic programmer could propose a better way to deal with these situations.

There are other, similar applications, like Tasker. I could not find one that relies on Logic Programming, or that has a clear semantics for the rules.

Also, there are applications that do the same for your computer, like Cuttlefish, that allows you to select the default printer depending on the network you are connected to, or to lock/unlock your computer when a particular USB key is inserted/removed.

As a conclusion, I think that these applications are very useful in everyday life, and too bad the LP community did not come up first in proposing these types of applications! However, maybe we can provide new ways to develop these applications, show that having rule systems having a semantics can help in situations with conflicts, and possibly provide rule engines that are more efficient, that drain less energy from the battery, or that are more stable.