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(57) Abstract :
Architecture that identifies and learns repeated user behavior (habits) related to routes of travel and points of interest. Once learned the habits of an individual can be used to make an algorithm more efficient and hence the user experience of an application more effective and enjoyable. The capability to more accurately infer user behavior based on user history can be employed to operate (e.g. power down or place in components standby to conserve power) user device resources in a more efficient manner. It can be identified that a user has deviated from a routine route that has associated points of interest to a new route that has associated new points of interest. Once identified the original set of points of interest for the routine route is then updated with new points of interest. The identification of fixed routes can be determined dynamically as well as deviation from a fixed route.

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