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Soggetti	Computer networks Software engineering Computer engineering Computers, Special purpose Application software Information storage and retrieval systems Computer Communication Networks Software Engineering Computer Engineering and Networks Special Purpose and Application-Based Systems Computer and Information Systems Applications Information Storage and Retrieval
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Nota di contenuto	Ubiquitous Computing Frameworks -- An Efficient Method to Create Business Level Events Using Complex Event Processing Based on RFID Standards -- Physical/Cyber Objects Management Framework for Multiple-Area Detectable RFID -- A Task Decomposition Scheme for Context Aggregation in Personal Smart Space -- Distributed k-NN Query Processing for Location Services -- Ontology Based Context Alignment for Heterogeneous Context Aware Services -- Community Computing Model Supporting Community Situation Based Strict

Cooperation and Conflict Resolution -- Safety-Critical Systems --
Advancements in Dependable Time-Triggered Communication -- On
Distributed Real-Time Scheduling in Networked Embedded Systems in
the Presence of Crash Failures -- Probabilistic Optimization and
Assessment of Voting Strategies for X-by-Wire Systems -- Application
of Safety Analyses in Model Driven Development -- Mission Modes for
Safety Critical Java -- Safety Property Analysis Techniques for
Cooperating Embedded Systems Using LTS -- Validation of Embedded
and Ubiquitous Systems -- Testing Embedded Control Systems with
TTCN-3 -- Cross-Platform Verification Framework for Embedded
Systems -- Experimental Analysis on Time-Triggered Power
Consumption Measurement with DVS-Enabled Multiple Power Domain
Platform -- A Framework for Hardware-in-the-Loop Testing of an
Integrated Architecture -- An Embedded Integration Prototyping
System Based on Component Technique -- Ubiquitous Computing
Applications -- TMO Structuring of a Networked System for Seamless
Streaming and Tiled Display of High-Definition Movies -- Design and
Experimental Validation of UAV Control System Software Based on the
TMO Structuring Scheme -- Lifestyle Ubiquitous Gaming: Computer
Games Making Daily Lives Fun -- Speech Recognition System Using
DHMMs Based on UbiquitousEnvironment -- Healthcare Information
Management System in Home Environment -- Effective Appliance
Selection by Complementary Context Feeding in Smart Home System --
Vector Graphic Reference Implementation for Embedded System --
Scheduling and Non Functional Properties -- A QoS Routing Protocol
for Mobile Ad Hoc Networks Based on a Reservation Pool -- Exact
Schedulability Analysis for Static-Priority Global Multiprocessor
Scheduling Using Model-Checking -- Soft Real-Time Task Response
Time Prediction in Dynamic Embedded Systems -- Transparent and
Selective Real-Time Interrupt Services for Performance Improvement --
An Approach for Energy-Aware Management in Ubiquitous Home
Network Environment -- On-Chip Bus Architecture Optimization for
Multi-core SoC Systems -- An Effective Path Selection Method in
Multiple Care-of Addresses MIPv6 with Parallel Delay Measurement
Technique -- Self-organization and Reconfiguration -- Self-organizing
Resource-Aware Clustering for Ad Hoc Networks -- Intelligent
Context-Awareness System Using Improved Self-adaptive Back
Propagation Algorithm -- Towards an Artificial Hormone System for
Self-organizing Real-Time Task Allocation -- On Self-aware Delay
Time Based Service Request Optimization for Gateway Stability in
Autonomic Self-healing Systems -- Algorithmic Skeletons for the
Programming of Reconfigurable Systems -- A Framework for
Supporting the Configuration and Automatic Integration of
Heterogeneous Location Sensors -- Service Discovery and Development
Platform -- Searching Visual Media Service Providers Using ASN.1-
Based Ontology Reasoning -- SharedSpace Based Service Discovery
Mechanism and Its Implementation for Ubiquitous Environments -- A
Study of Developing Virtual Prototyping by Using JavaBean Interface
Tool and SystemC Engine -- Configurable Virtual Platform Environment
Using SID Simulator and Eclipse -- Wireless Networks -- An Energy-
Efficient k-Disjoint-Path Routing Algorithm for Reliable Wireless Sensor
Networks -- Supporting Mobile Ubiquitous Applications with Mobility
Prediction and Soft Handoff -- Event-Driven Power Management for
Wireless Sensor Networks -- Time Synchronization in Wireless Sensor
Network Applications -- GENSEN: A Topology Generator for Real
Wireless Sensor Networks Deployment -- Energy-Aware Routing for
Wireless Sensor Networks by AHP -- A Wireless System for Real-Time
Environmental and Structural Monitoring -- Middleware Architectures

and Virtualization -- Integrated Notification Architecture Based on Overlay Against DDoS Attacks on Convergence Network -- Making Middleware Secure on Embedded Terminals -- Dynamic Translator-Based Virtualization -- Mesovirtualization: Lightweight Virtualization Technique for Embedded Systems -- Environment Interaction -- Building a Customizable User Interface Framework Using Hyperlinks for Smart Devices -- An Efficient Location Index for the Semantic Search of Moving Objects -- Model-Driven Development of Ubiquitous Applications for Sensor-Actuator-Networks with Abstract State Machines -- Design and Implementation of Peripheral Sharing Mechanism on Pervasive Computing with Heterogeneous Environment -- A Review on System Architectures for Sensor Fusion Applications.

Sommario/riassunto

This book constitutes the thoroughly refereed post-proceedings of the 5th IFIP WG 10.2 International Workshop on Software Technologies for Future Embedded and Ubiquitous Systems, SEUS 2007, held on Santorini Island, Greece, in May 2007 in conjunction with ISORC 2007, the 10th IEEE International Symposium on Object/component/service-oriented Real-time Distributed Computing. The 31 revised full papers and 4 revised short papers presented were carefully reviewed and selected from 102 submissions. The papers are organized in topical sections on ubiquitous computing frameworks, safety-critical systems, validation of embedded and ubiquitous systems, ubiquitous computing applications, scheduling and non functional properties, self-organization and reconfiguration, service discovery and development platform, wireless networks, middleware architectures and virtualization, and environment interaction.
