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   Nota di contenuto   Invited Talks -- The SAHARA Model for Service Composition across
                        Multiple Providers -- Ubiquitous Computing in the Automotive Domain
                        (Abstract) -- System Design -- Building Applications for Ubiquitous
                        Computing Environments -- Systems Support for Ubiquitous
                        Computing: A Case Study of Two Implementations of Labscape -- On
                        the Gap between Vision and Feasibility -- Applications -- The Fastap
                        Keypad and Pervasive Computing -- Going Back to School: Putting a
                        Pervasive Environment into the Real World -- Pervasive Web Access via
                        Public Communication Walls -- Identification and Authentication --

Efficient Object Identification with Passive RFID Tags -- The Untrusted Computer Problem and Camera-Based Authentication -- Models, Platforms, and Architectures -- SoapBox: A Platform for Ubiquitous Computing Research and Applications -- Pushpin Computing System Overview: A Platform for Distributed, Embedded, Ubiquitous Sensor Networks -- Making Sensor Networks Practical with Robots -- Modeling Context Information in Pervasive Computing Systems -- A Model for Software Configuration in Ubiquitous Computing Environments -- INS/Twine: A Scalable Peer-to-Peer Architecture for Intentional Resource Discovery -- Location and Mobility -- Location Estimation Indoors by Means of Small Computing Power Devices, Accelerometers, Magnetic Sensors, and Map Knowledge -- Estimating the Benefit of Location-Awareness for Mobile Data Management Mechanisms -- iCAMS: A Mobile Communication Tool Using Location and Schedule Information -- Device Independence and Content Distribution -- Browser State Repository Service -- Annotation by Transformation for the Automatic Generation of Content Customization Metadata -- SCAN: A Dynamic, Scalable, and Efficient Content Distribution Network.

Sommario/riassunto	This volume contains the proceedings of Pervasive 2002, the ?rst in a series of international conferences on Pervasive Computing. The conference took place at ETH Zurich from August 26to 28, 2002. Its objective was to present, discuss, and explore the latest technical developments in the emerging ?eld of pervasive computing, as well as potential future directions. Pervasive Computing is a cross-disciplinary area that extends the appli- tion of computing to diverse usage models. It covers a broad set of research topics such as low power, integrated technologies, embedded systems, mobile - vices, wireless and mobile networking, middleware, applications, user interfaces, security, and privacy. The great amount of interest we are witnessing in Per- sive Computing is driven by relentless progress in basic information technologies such as microprocessors, memory chips, integrated sensors, storage devices, and wireless communication systems that continue to enable ever smaller, lighter, and faster systems. Such systems are also becoming a?ordable due to their high integration and mass production, paving the way for their adoption.