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-- Urban/Mobile Crowdsensing. -- A Data-driven Study on Pedestrian Walking Behaviour as Transitioning Different Spaces. -- Standardizing Your Training Process for Human Activity Recognition Models – A Comprehensive Review in the Tunable Factors. -- MyPath: Accessible Route Generation using Crowd-sensed Surface Information. -- Edge Computing. -- Shepard: Dynamic Placement of Microservices in the Edge-Cloud Continuum. -- Minimizing Data Retrieval Delay in Edge Computing. -- Bringing the Edge Home: Edge Computing in the Era of Emerging WLANs. -- Crowdsourcing, Platforms and Localization. -- A Novel Task Assignment Adjustment Method in Spatial-temporal Crowdsourcing. -- PPS: A Publish-Process-Subscribe Middleware For Predictive Supply Chains. -- Gestalt Perceptual Calibration for Multi-agent Collaborative Localization. -- Activity Recognition and Prediction. -- Traic Flow Prediction Using Uber Movement Data. -- Fingertip Air-Writing with Ambient Light. -- Global Optimal PnP Algorithm with Reverse Projection Error. -- Proposal of Word Prediction Method for Gaze Swipe Text Entry. -- AI and Machine Learning. -- Integrating Social Environment in Machine Learning Model for Debaised Recommendation. -- A Novel Deep Learning Model for Smartphone-based Human Activity Recognition. -- AIMSafE: EEG-based Driver Behavior Understanding via Attention and Incremental Learning Mechanisms. -- A multi-task learning framework with features based on behavioral pattern conversation. -- Eicient Parcel Damage Detection via Faster R-CNN: A Deep Learning Approach for Logistical Parcels' Automated Inspection. -- Fall Detection and Assessment using Multitask Learning and Micro-Sized LiDAR in Elderly Care. -- Online Dynamic Path Planner for UAVs. -- Mobile Edge and Fog Computing. -- Achieving Observability on Fog Computing with the use of open-source tools. -- Adaptive QoS-aware Task Offloading in Dynamic Mobile Edge Computing Environment. -- Discretization-based ensemble model for robust learning in IoT. -- Flute: Enabling a Battery-free and Energy Harvesting Ecosystem for the Internet of Things. -- Exploring Optimal Placement of Head-based Hierarchical Marking Menus on Smartphones. -- SDN-DMQTT : SDN-based Platform for Re-configurable MQTT Distributed Brokers Architecture. -- Mobile Augmented Reality and Applications for Mobile Computing. -- Quality Evaluation of Image Segmentation in Mobile Augmented Reality. -- Reading The Mind's Eye: Detecting Trauma-Vulnerability In Individuals By Analyzing Attention Through Eye-Tracking. -- GUI2DSVec: Detecting Visual Design Smells Based on Semantic Embedding of GUI Images and Components. -- Interaction Technologies. -- Mobile user experience from the lens of project-based learning. -- Usability Evaluation of NOW Interactions. -- QA Reasoning Enhancement Model Based on the Fusion of Dictionary and Hierarchical Directed Graph. -- AutoQuitous Workshop. -- Towards Distributed Control under Deficient Communication with Mutli-agent Reinforcement Learning. -- Deep Learning Based Radio Frequency Fingerprint Identification By Exploiting Spatial Stereoscopic Features. -- Modeling Emergent Behaviour for Enhanced Autonomy in Cyber-Physical Systems. -- On-Device Soft Sensors: Real-Time Fluid Flow Estimation from Level Sensor Data. -- Cultural influence on autonomous vehicles acceptance.

These two-volume proceedings constitute the refereed post-conference proceedings of the 20th EAI International Conference on Mobile and Ubiquitous Systems: Computing, Networking and Services, MobiQuitous 2023, held in Melbourne, Australia, during November 14-17, 2023. The 65 papers presented in these proceedings were carefully reviewed and selected from 161 submissions. The conference papers

are organized in topical sections on: Part I - Tracking and Detection; IoT; Federated learning; Networks; Activity recognition; Security Management; Urban/Mobile Crowdsensing. Part II - Urban/Mobile Crowdsensing; Edge computing; Crowdsourcing, Platforms and localization; Activity recognition and prediction; AI and machine learning; Mobile edge and fog computing; Mobile augmented reality and applications for mobile computing; interaction technologies; AutoQuitous workshop.
