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Nota di contenuto	Activity Recognition -- Activity Recognition from User-Annotated Acceleration Data -- Recognizing Workshop Activity Using Body Worn Microphones and Accelerometers -- “Are You with Me?” – Using Accelerometers to Determine If Two Devices Are Carried by the Same Person -- Context Computing -- Context Cube: Flexible and Effective Manipulation of Sensed Context Data -- A Context-Aware

Communication Platform for Smart Objects -- Siren: Context-aware Computing for Firefighting -- Near Body Interfaces -- Spectacle-Based Design of Wearable See-Through Display for Accommodation-Free Viewing -- A Compact Battery-Less Information Terminal for Real World Interaction -- Software -- INCA: A Software Infrastructure to Facilitate the Construction and Evolution of Ubiquitous Capture & Access Applications -- Sensors -- Activity Recognition in the Home Using Simple and Ubiquitous Sensors -- Automatic Calibration of Body Worn Acceleration Sensors -- Reject-Optional LVQ-Based Two-Level Classifier to Improve Reliability in Footstep Identification -- Issues with RFID Usage in Ubiquitous Computing Applications -- Security -- A Fault-Tolerant Key-Distribution Scheme for Securing Wireless Ad Hoc Networks -- ProxNet: Secure Dynamic Wireless Connection by Proximity Sensing -- Tackling Security and Privacy Issues in Radio Frequency Identification Devices -- Architectures and Systems -- Towards Wearable Autonomous Microsystems -- Ubiquitous Chip: A Rule-Based I/O Control Device for Ubiquitous Computing -- eSeal – A System for Enhanced Electronic Assertion of Authenticity and Integrity -- Algorithms -- A Distributed Precision Based Localization Algorithm for Ad-Hoc Networks -- Adaptive On-Device Location Recognition -- Accommodating Transient Connectivity in Ad Hoc and Mobile Settings -- New Interfaces -- Microbiology Tray and Pipette Tracking as a Proactive Tangible User Interface -- Augmenting Collections of Everyday Objects: A Case Study of Clothes Hangers As an Information Display -- MirrorSpace: Using Proximity as an Interface to Video-Mediated Communication -- SearchLight – A Lightweight Search Function for Pervasive Environments.

Sommario/riassunto

nd Welcome to the proceedings of PERVASIVE 2004, the 2 International C- ference on Pervasive Computing and the premier forum for the presentation and appraisal of the most recent and most advanced research results in all - undational and applied areas of pervasive and ubiquitous computing. Consi- ring the half-life period of technologies and knowledge this community is facing, PERVASIVE is one of the most vibrant, dynamic, and evolutionary among the computer-science-related symposia and conferences. The research challenges, e?orts, and contributions in pervasive computing have experienced a breathtaking acceleration over the past couple of years, mostly due to technological progress, growth, and a shift of paradigms in c- puter science in general. As for technological advances, a vast manifold of tiny, embedded, and autonomous computing and communication systems have st- ted to create and populate a pervasive and ubiquitous computing landscape, characterized by paradigms like autonomy, context-awareness, spontaneous - teraction, seamless integration, self-organization, ad hoc networking, invisible services, smart artifacts, and everywhere interfaces. The maturing of wireless networking, miniaturized information-processing possibilities induced by novel microprocessor technologies, low-power storage systems, smart materials, and technologies for motors, controllers, sensors, and actuators envision a future computing scenario in which almost every object in our everyday environment will be equipped with embedded processors, wireless communication facilities, and embedded software to perceive, perform, and control a multitude of tasks and functions.