

University of St Andrews
School of Computer Science

Distinguished Lecture Series 2000/01

Pervasive Computing: StarTrek? Hogwarts? Reality?

by

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Dirk Husemann has been with the IBM Research Division since 1996 and is currently a member of research staff at IBM's Zurich Research Lab in Switzerland. Since 1998 he has been leading IBM's DEAPspace research project on transient ad-hoc networking of pervasive computing devices. Currently he is working on data casting over digital audio broadcast radio channels. He holds both a master degree (Dipl.-Inf., 1991) and a PhD degree (Dr.-Ing., 1995) in computer science from the University of Erlangen-Nürnberg, Germany, and is co-inventor of a number of submitted patents. His research interests include operating systems, distributed systems, and pervasive/ubiquitous computing. Currently he is a member of IEEE Computer, Usenix, TUG, and the German Gesellschaft für Informatik (GI).

Tuesday 28th November 2000
Lecture Theatre C, Mathematical Institute,
North Haugh St Andrews

Programme

- 10.00 – 11.00** **What is Pervasive Computing?**
Pervasive computing in many ways addresses age old dreams and visions of human beings. It is relatively difficult to find a concise and well-limited definition of pervasive computing (or its synonym ubiquitous computing). This first lecture shall provide an introduction to and an overview of pervasive computing and the enabling technologies.
- 11.00 – 11.30** *Coffee*
- 11.30 – 12.30** **Ad-Hoc Pervasive Computing**
A rather interesting part of pervasive computing focuses on ad-hoc networking using either traditional wire networks but also increasingly wireless technology. This lecture will take a look at issues such as wireless technologies, service discovery and applications.
- 14.15 – 15.15** **Current Research in Pervasive Computing**
Concluding this mini-series on pervasive computing we shall take a look at a sample of interesting pervasive computing research projects; for example, PEN, CoolTown, Fabric Area Networks, Pollen, and others.