CCE
535

--Ubiquitous Computing

Pervasive Computing

Context Aware Computing

Mobile Computing.

First introduced.

Computing every where
any time

Computation that adapts to the changes in the environment
performance
↳ user experience

Not on your face
(background)
↑
not really part of daily life

↳ requirement change frequently.

Mobile Computing System Model

1) Wireless Commn
   WiFi   Infrared.
   Bluetooth   4a/2g cellular radio.
   NFC

Radio

GPS

Sensors

Camera
Accel
gyroscope
Barometer
→ Touch sensors.

Battery → 1 day

CPU → Arm, quad core

GPU → NVIDIA --

SD Card

Applications

1) Call / Text

2) Take pictures

3) Music

4) Transfer date between

5) Edit Text

6) Games. / GPU

③

2)

WiFi

Cloud.

4G LTE
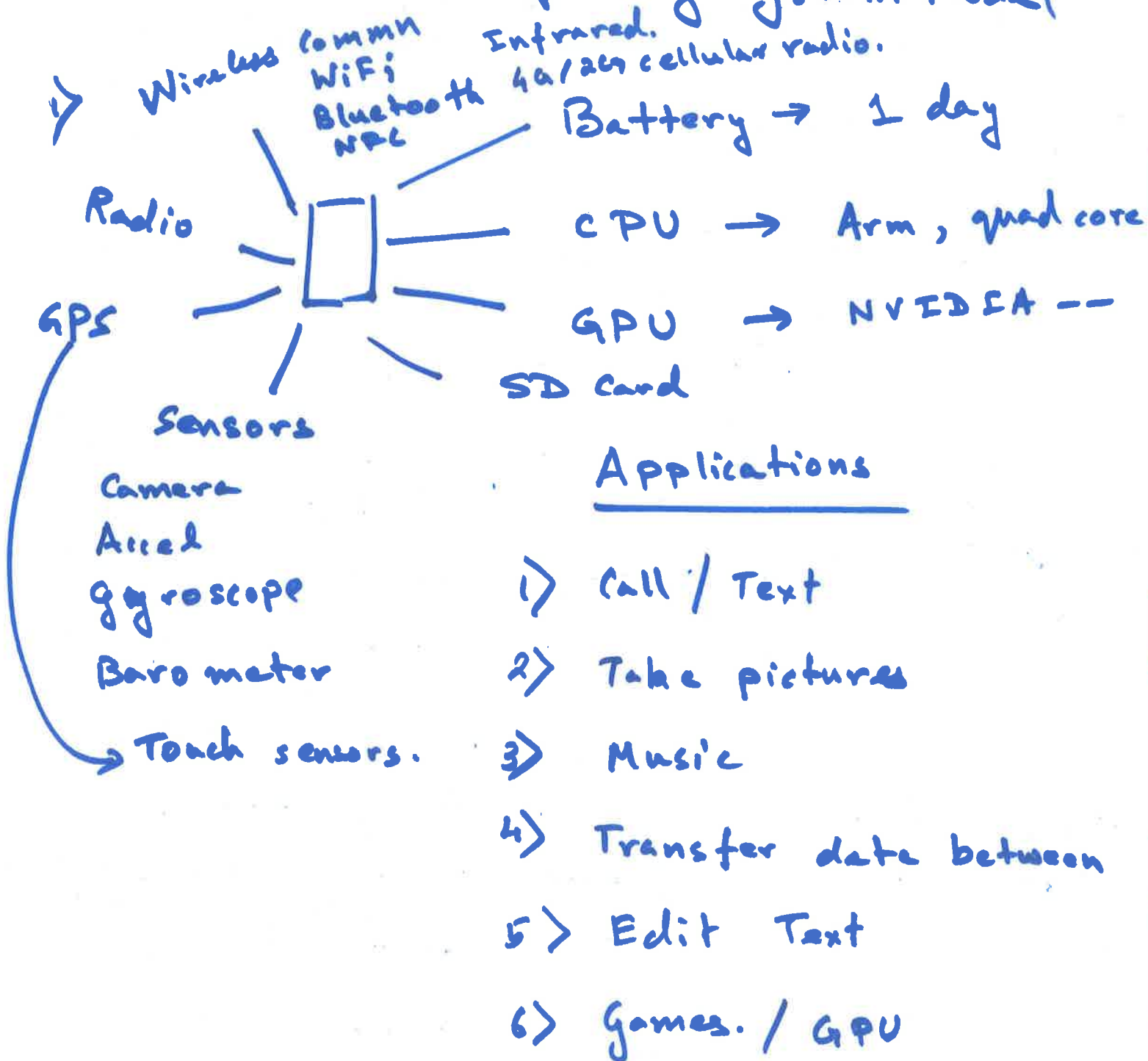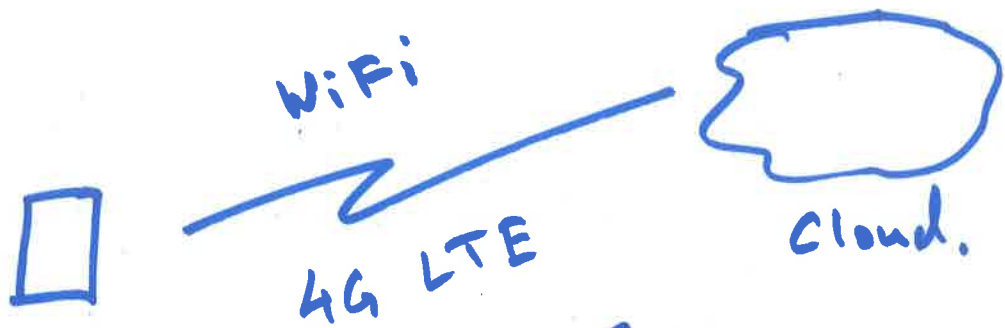
a) Security/Privacy.

b) Availability

c) Power consumption

d) Cost of infrastructure

e)

Software as a Service

SAAS

Platform as a Service (PAAS)

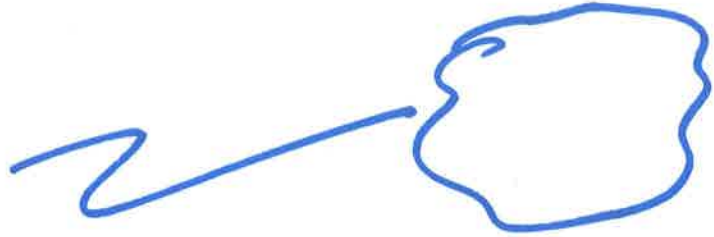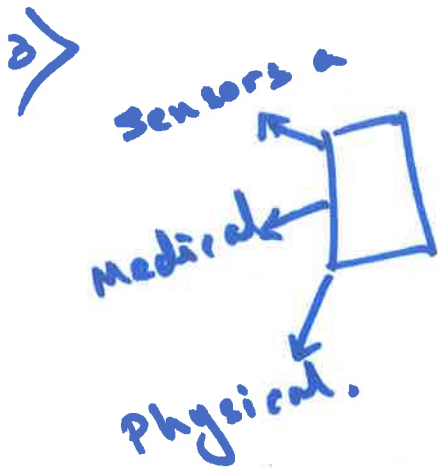Infrastructure as a Server (IAAS)

SLA

Applications

a) Storage

b) Browsing

c) Data Processing

d) Navigation

e) Networking.

a)

Sensors a

Medical

Physical.

Issues :-

a) Connectivity → minimized protocols.

b) Security.

c) Power ing of Sensors

↳ Harvesting ⇒ Energy Neutrality.

d) Processing of Data
   V.S.
   Communication.