

# 1. SYNCHRONIZATION



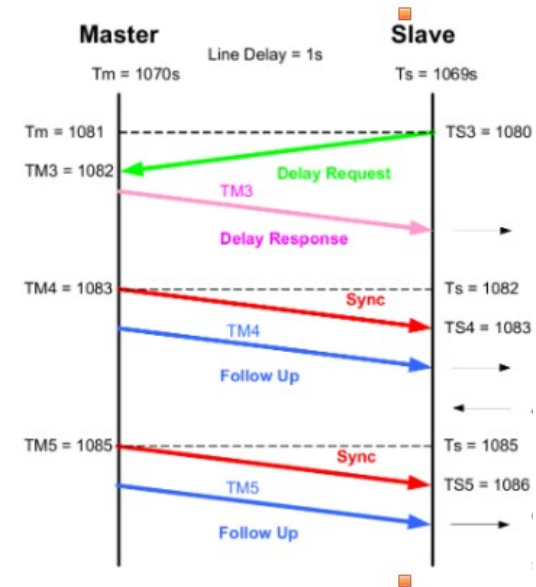
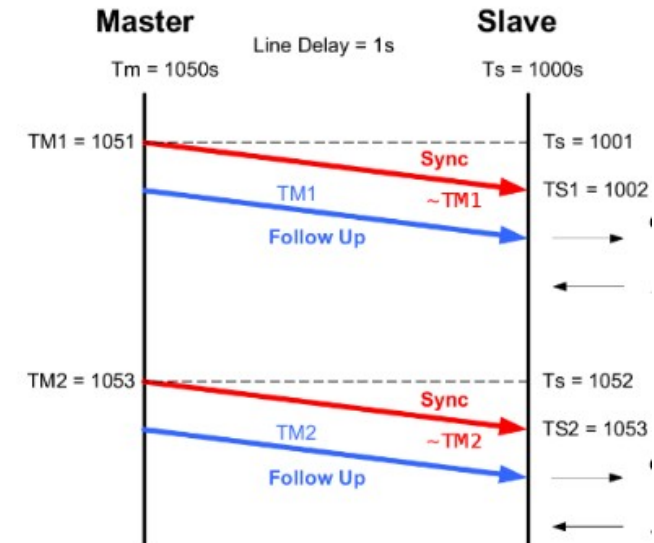
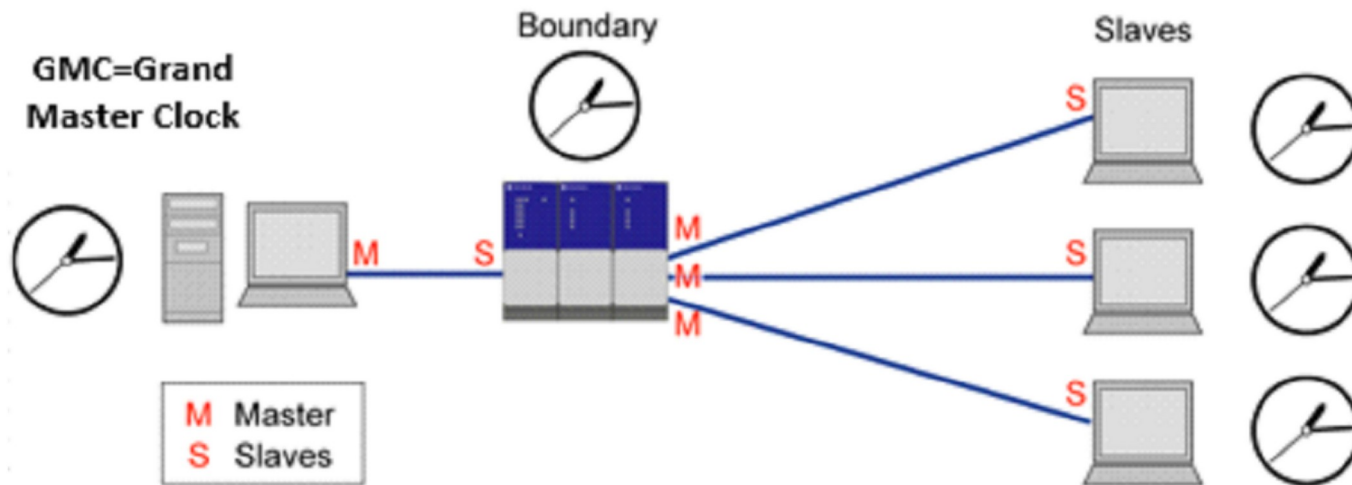
# Motivation

- 
- Distributed System challenges
  - Common notion



# Techniques (Real)

- Challenges
- Precision Time Protocol
  - Timestamp



# Techniques (Logical)

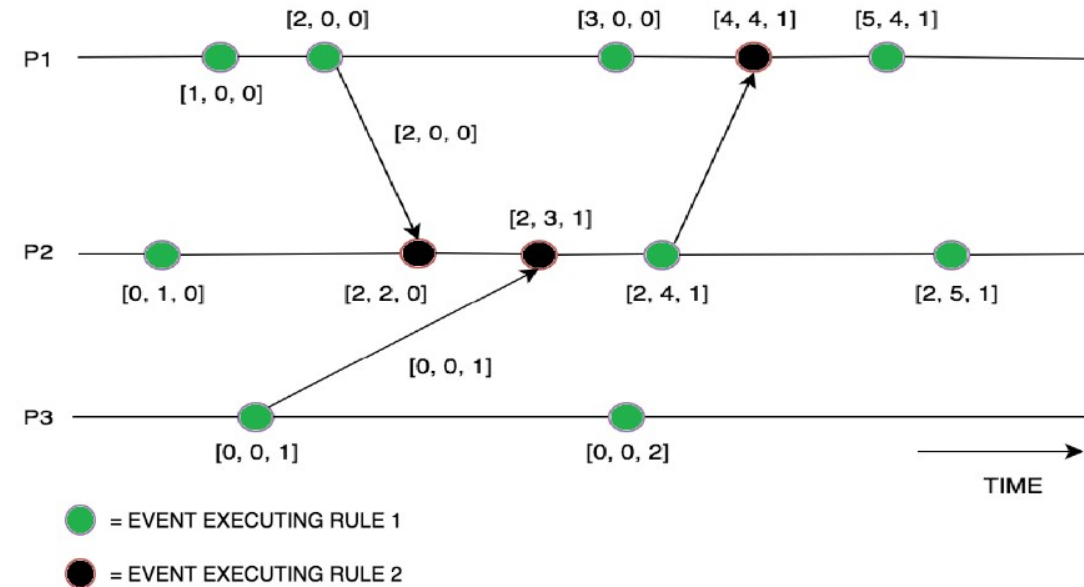
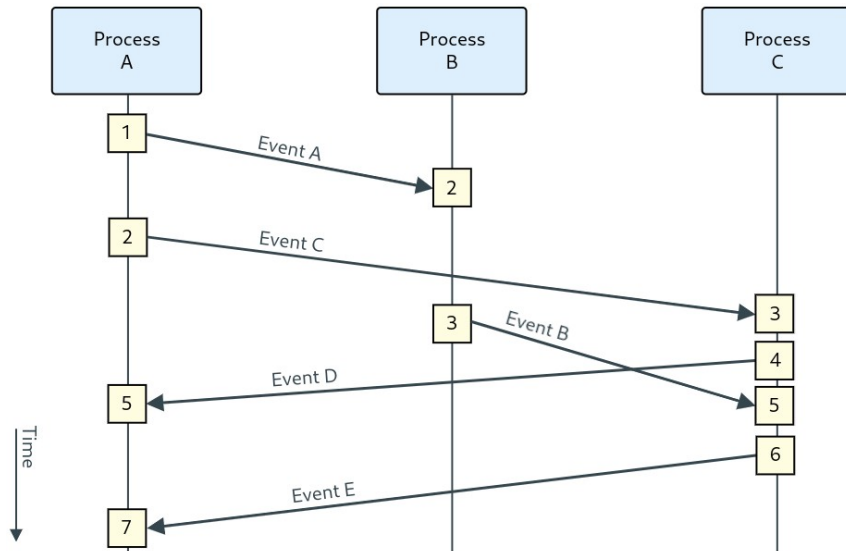
- Challenges
- Lamport time-stamps
- Vector Clocks

$$e_1 \rightarrow e_2 \Rightarrow C(e_1) < C(e_2)$$

thus, if  $C(e_1) \not< C(e_2)$  then  $e_1 \not\rightarrow e_2$

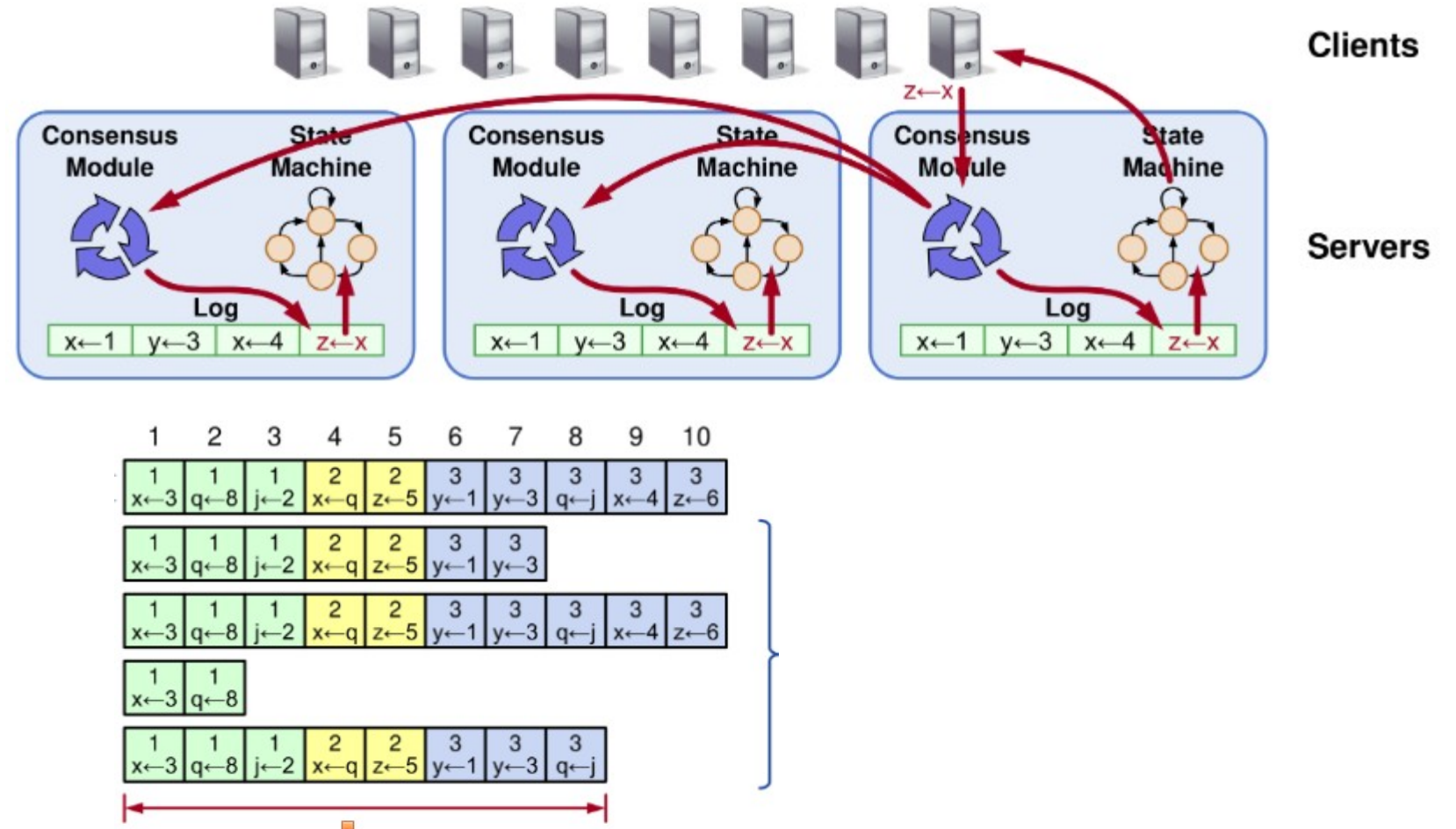
$$e_1 \rightarrow e_2 \Leftrightarrow C(e_1) < C(e_2)$$

$C(e_1) < C(e_2)$  **even if**  $(e_1 \not\rightarrow e_2 \wedge e_2 \not\rightarrow e_1)$  (concur. events)



# Perspectivation

- RAFT

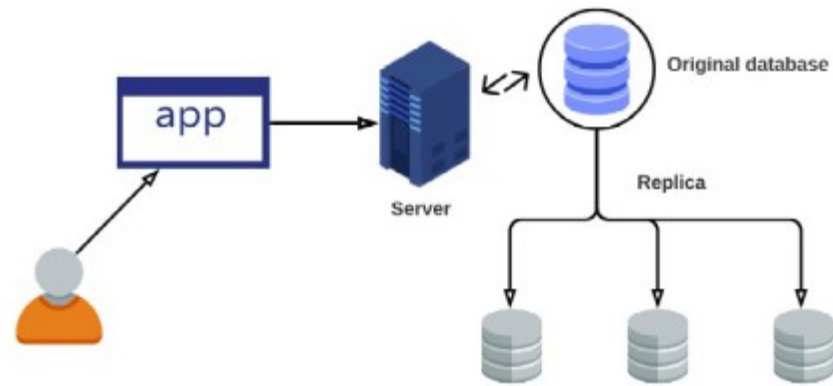
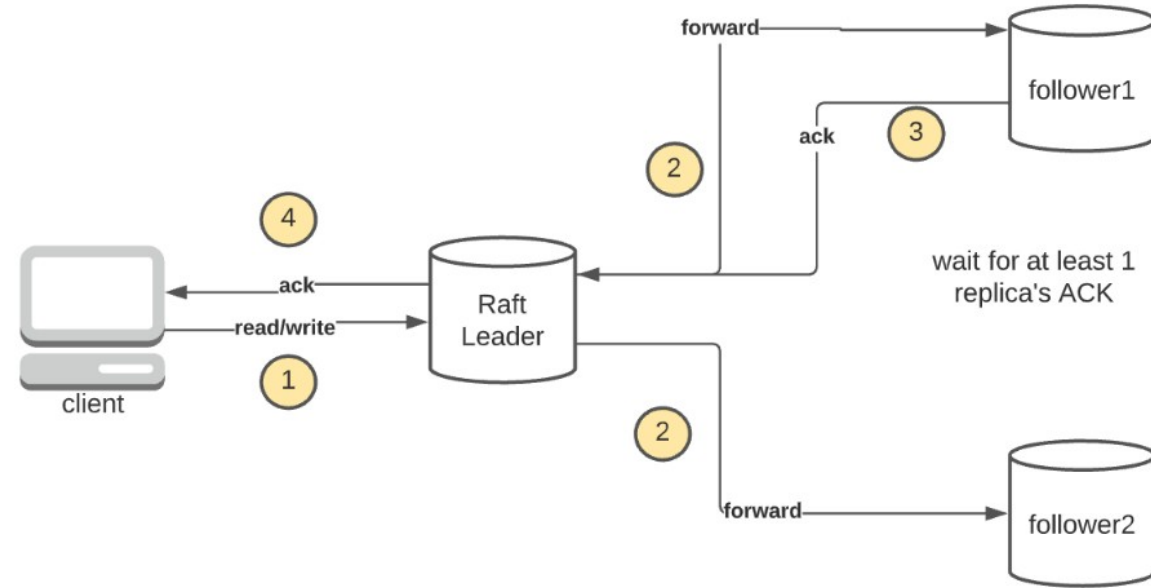


# 2. LEADER ELECTION AND CONSISTENCY



# Motivation

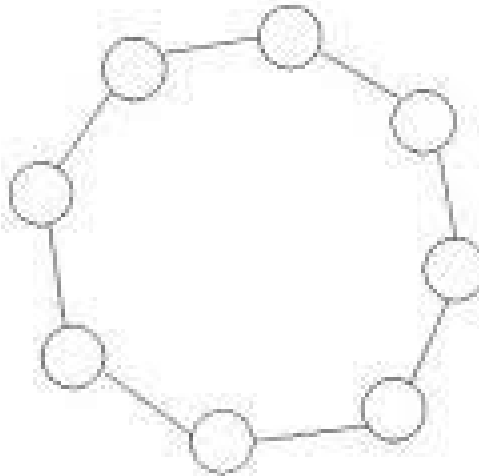
- Leader Election
  - Data & Div./Conq.
- Consistency
  - Replication → Troubles



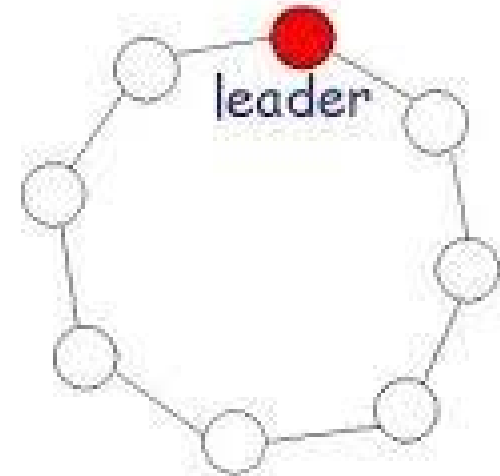
# Leader Election

- 
- Prerequisites
  - General Approach
  - When?
  - Technique Comparison

Initial state

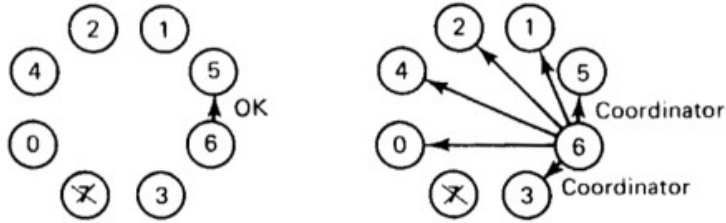


Final state

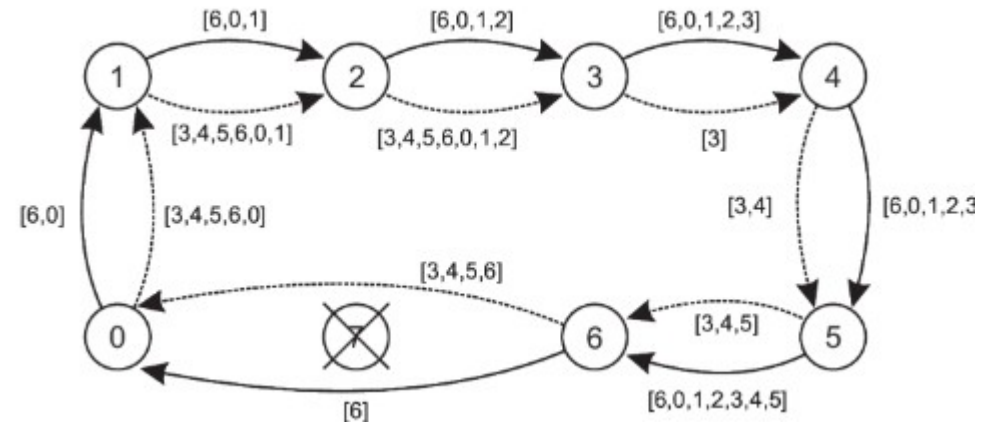




- \_\_\_\_\_

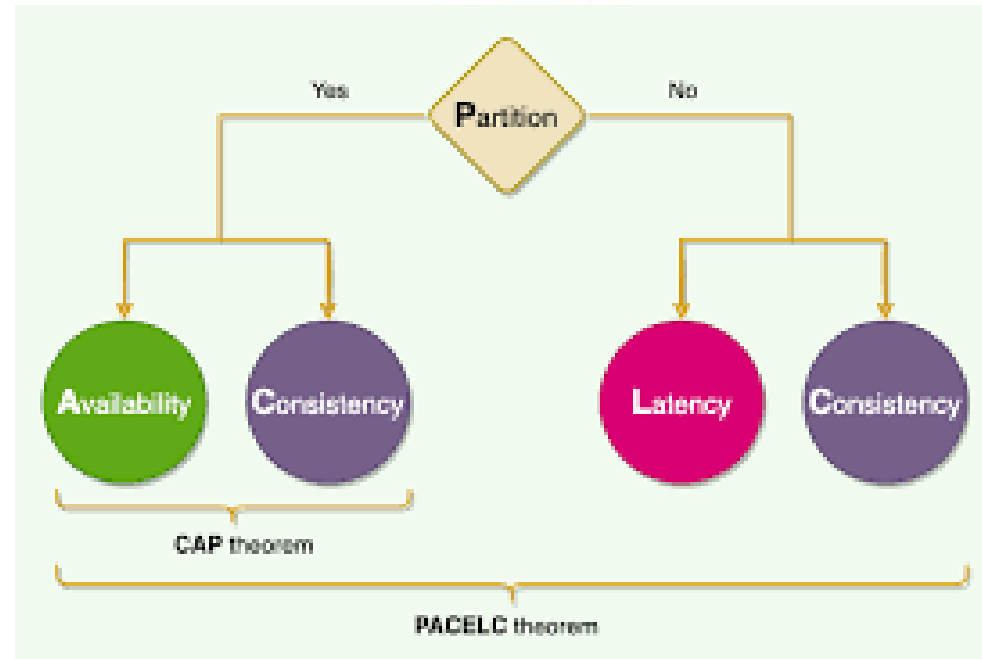
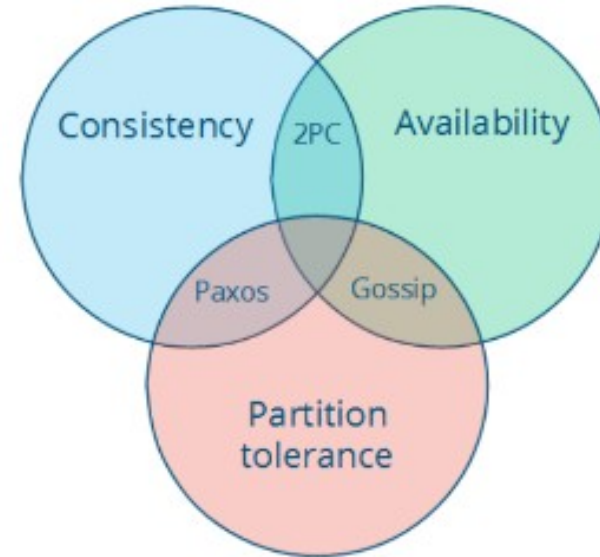


$$N-1 + N-2 + \dots + 1 = (N-1)*N/2 = O(N^2)$$



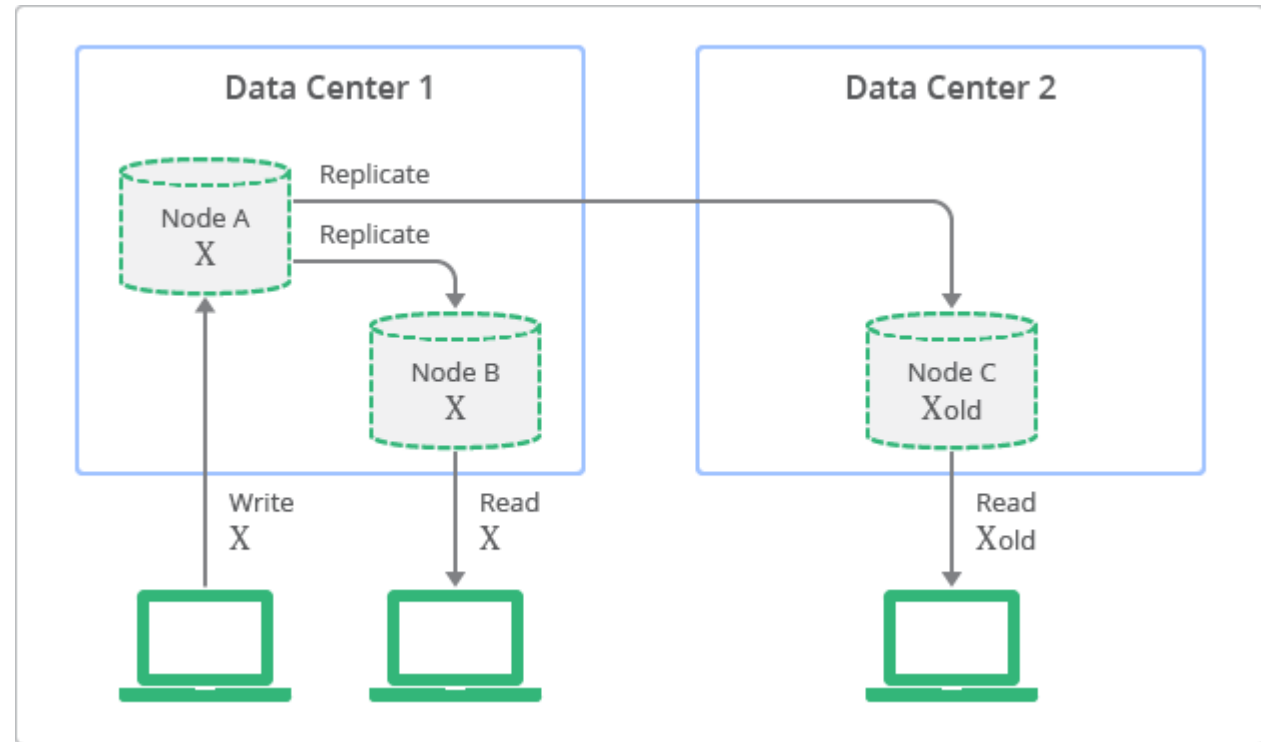
# Consistency !

- 
- CAP
  - PACELC



# Consistency models

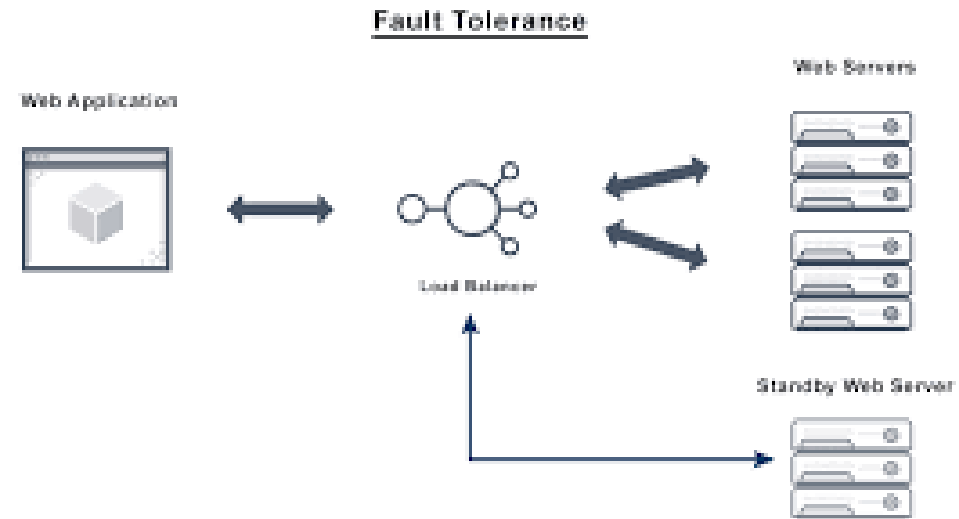
- Strong Consistency
- Weak Consistency
- Eventual Consistency
- ....



# 3. FAULT TOLERANCE AND CONSENSUS

# Motivation

- Fault Tolerance
  - Failures?
- Consensus
  - Coherent group



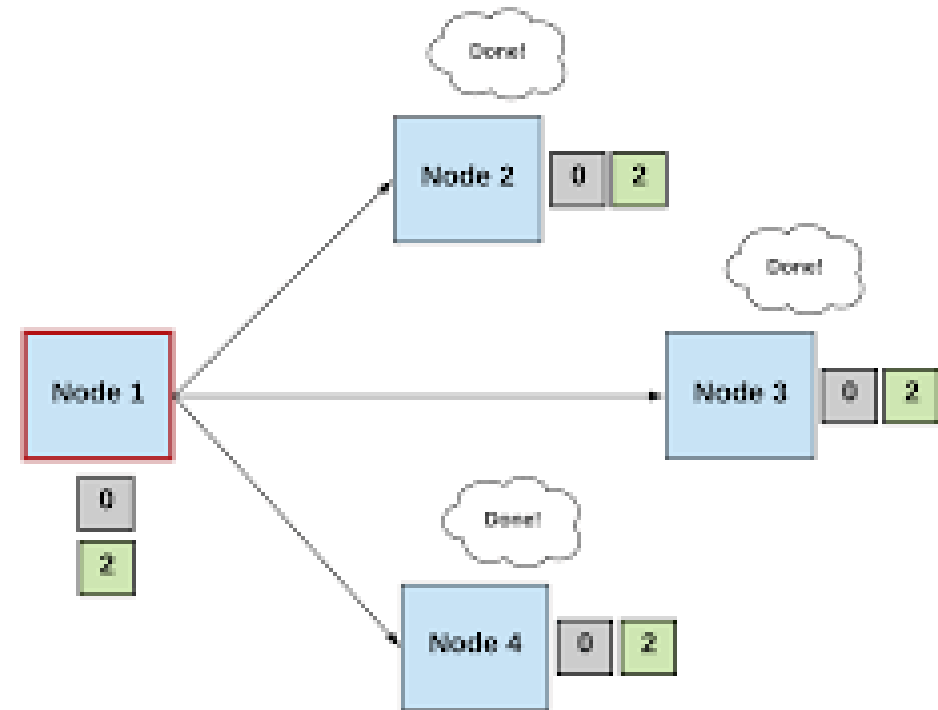
# Terminology

- 
- Failures:
    - Crash, Arbitrary...
  - Fault consequences



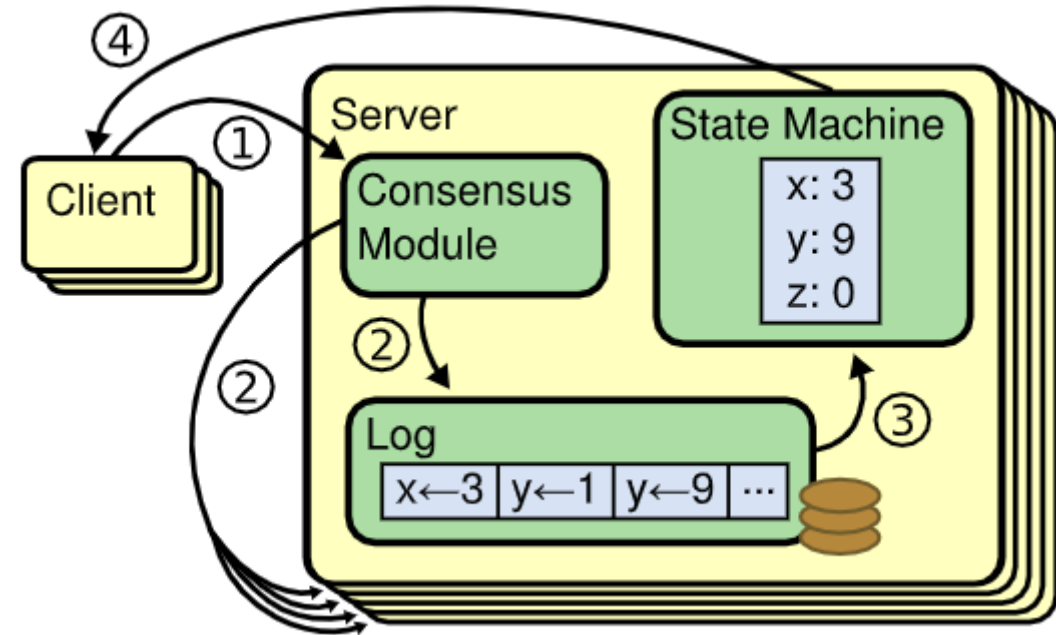
# Consensus

- What?
  - Fault consequences
- Approaches
  - State machine replication
- X Process fails
- Paxos, Zoo Keeper, RAFT



# RAFT !

- **Basics**
- Leader Election
- Log Replication
- Election Restriction (Safety)

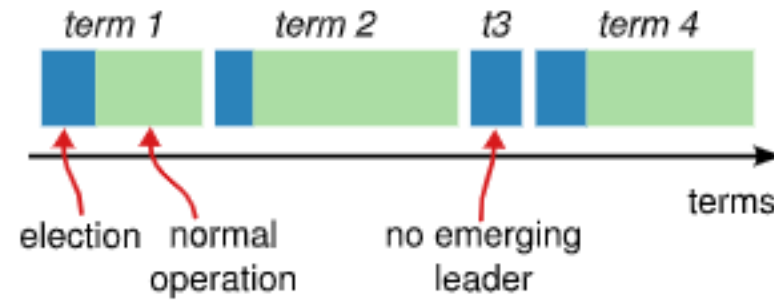
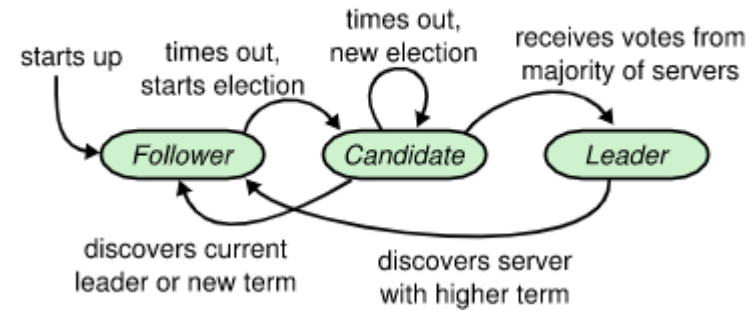




# RAFT

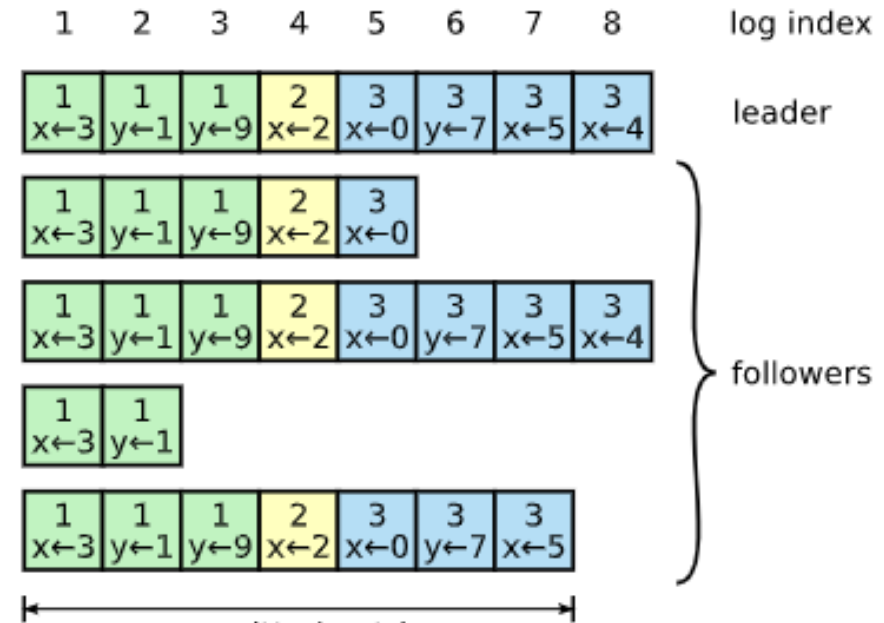
!

- Basics
- **Leader Election**
- Log Replication
- Election Restriction (Safety)



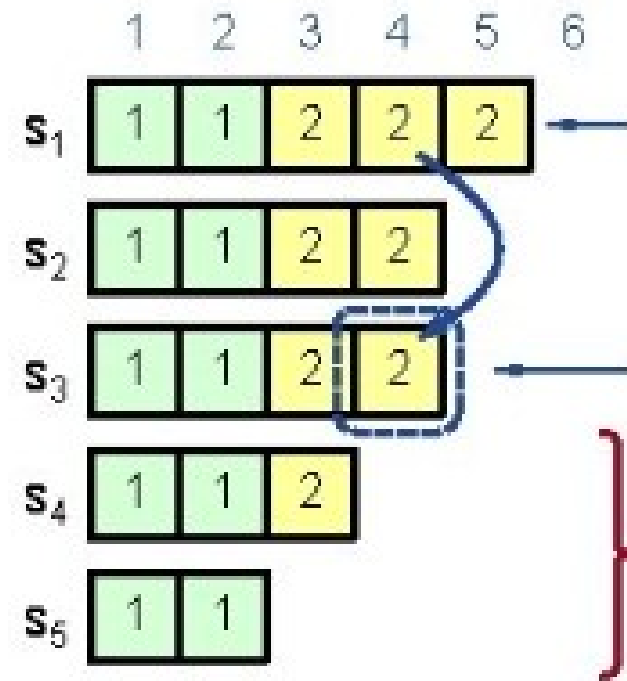
# RAFT !

- Basics
- Leader Election
- **Log Replication**
- Election Restriction (Safety)



# RAFT !

- Basics
- Leader Election
- Log Replication
- **Election Restriction (Safety)**



# 4. POSITIONING AND LOCATION AWARENESS

# Motivation

- 
- Navigation
  - Firefighters



# Challenges

- 
- Level
  - Privacy



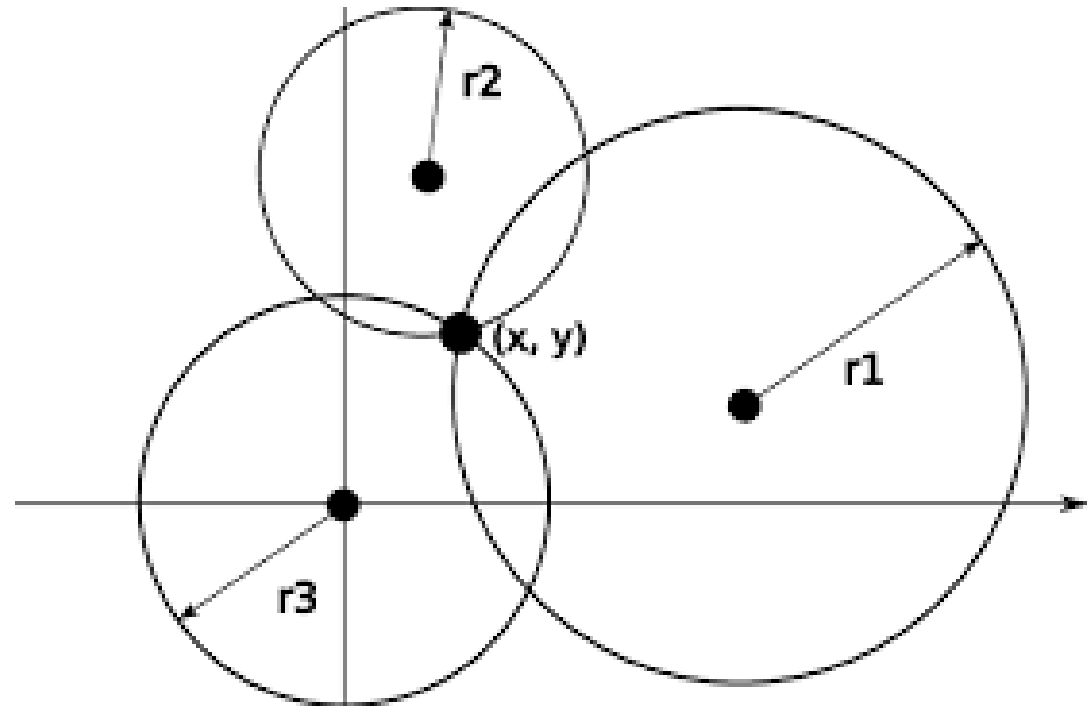
# Concepts

- Position
  - Absolute/Relative/Hybrid
- Location
- Location Service
- Location Based Service



# Absolute Positioning

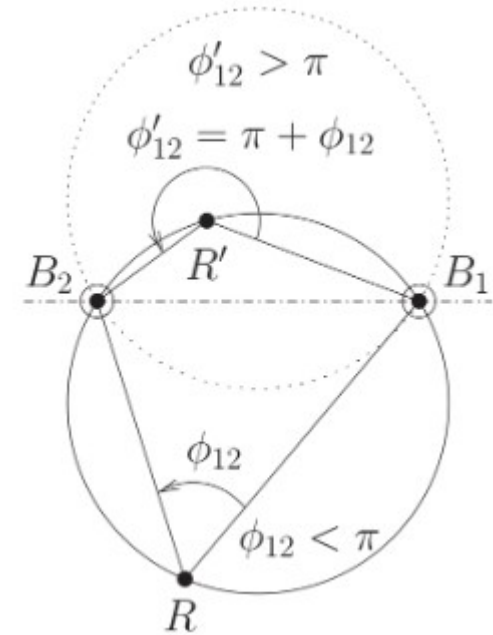
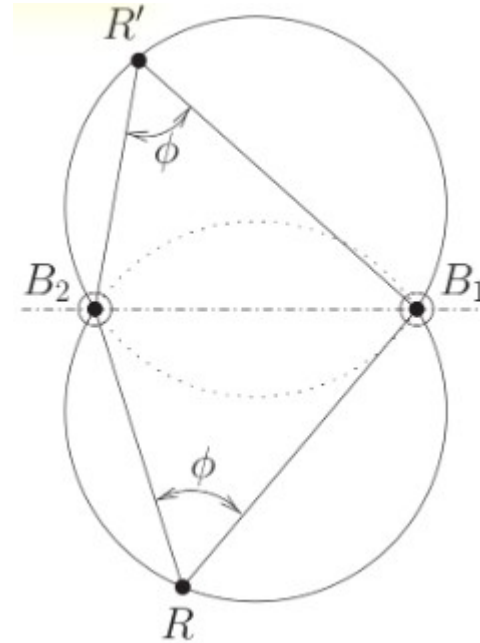
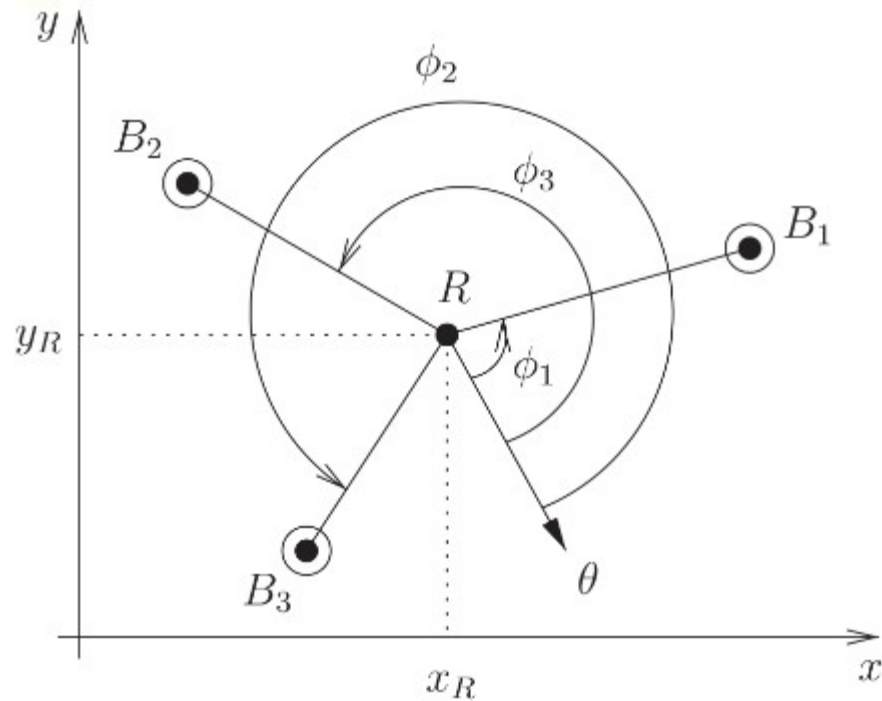
- 
- **Trilateration**
  - Triangulation (ToTal)





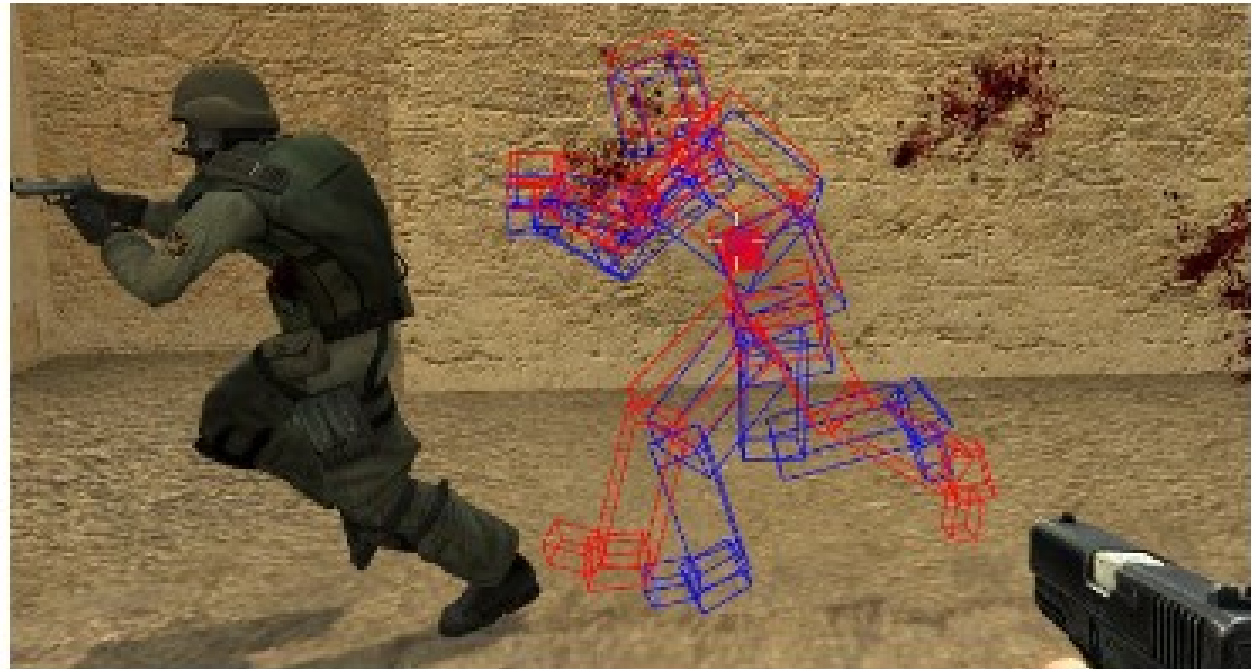
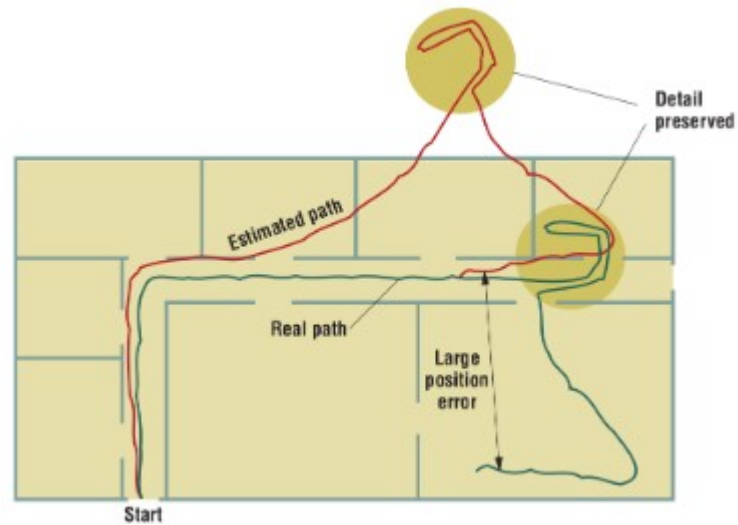
# Absolute Positioning

- Trilateration
- **Triangulation (ToTaI)**



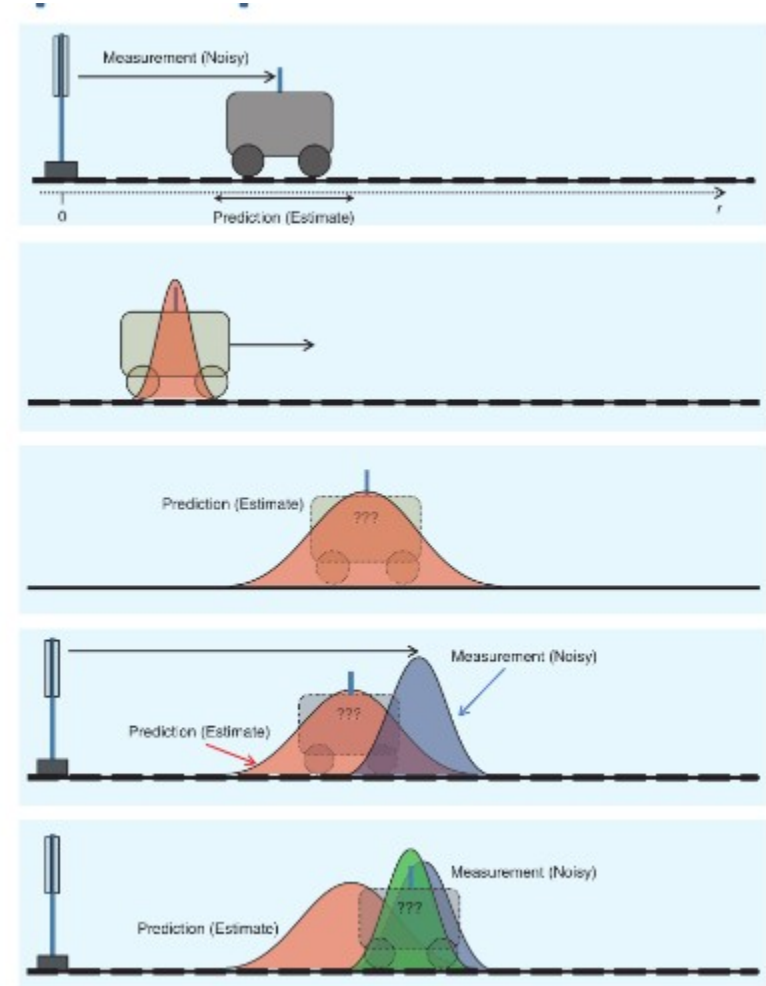
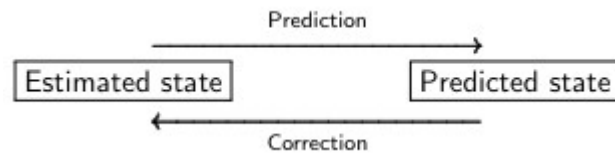
# Relative Positioning

- Dead Reckoning



# Hybrid Positioning

- Sensor Fusion
- Kalman filters



# Perspective

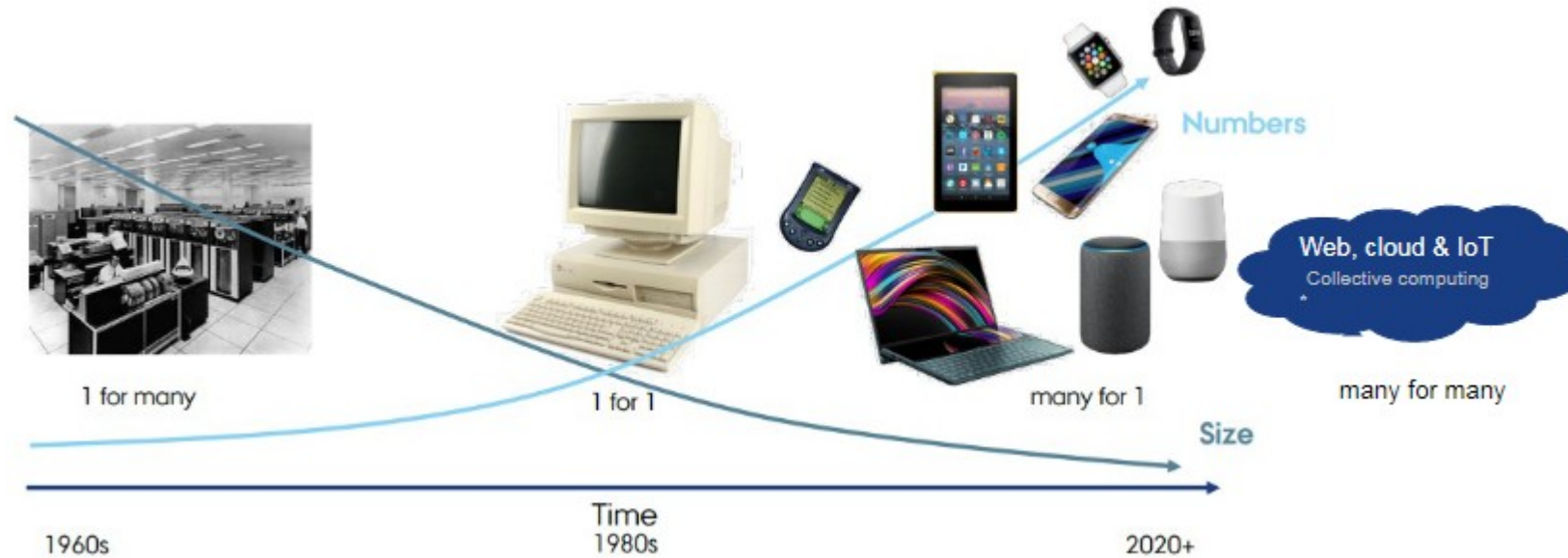


- Pervasive systems
- Article - Privacy

# 5. PERVASIVE COMPUTING (BACKGROUND, METHODS AND ENABLING TECH.)

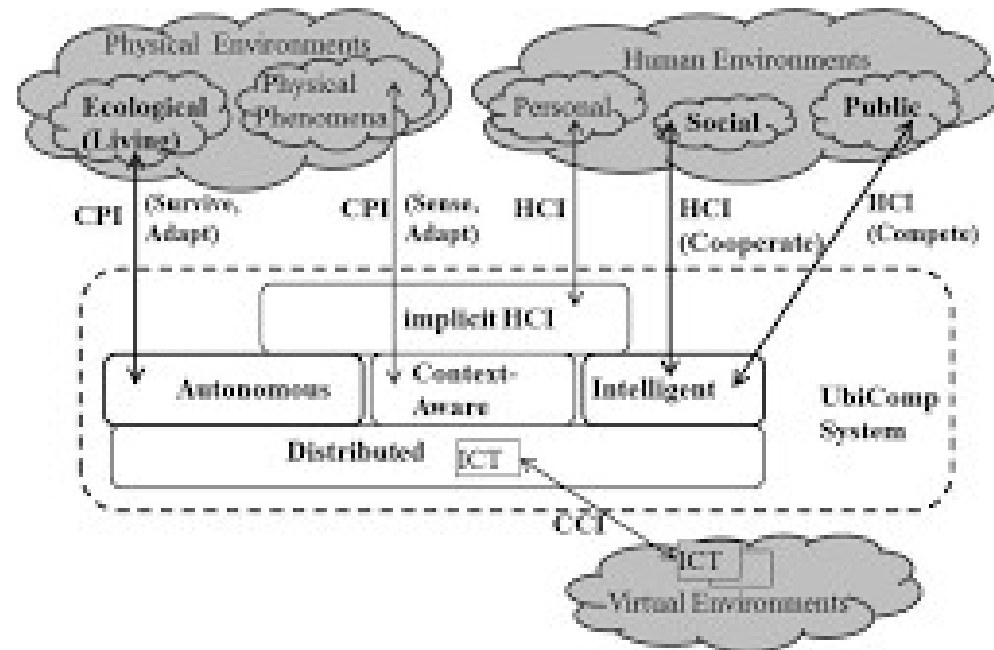
# Background

- Weiser – XEROX PARC
- → Cloud, Crowd and Shroud



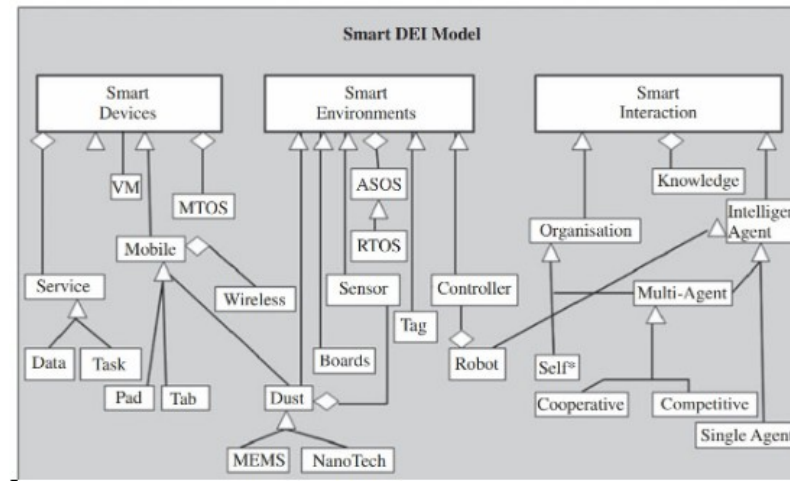
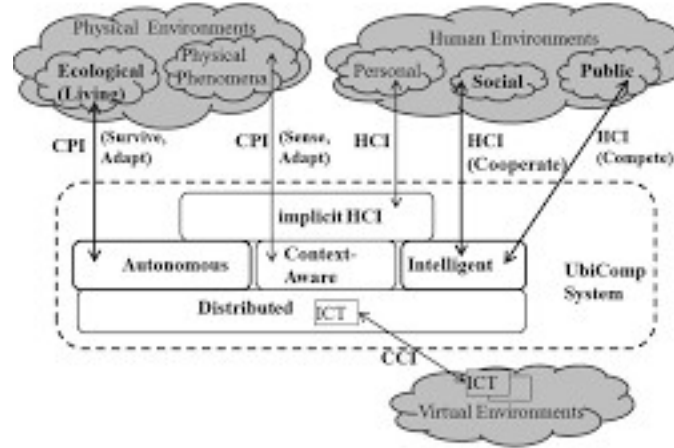
# Properties

- Ubiquitous
- Transparent
- Openness
- Autonomous



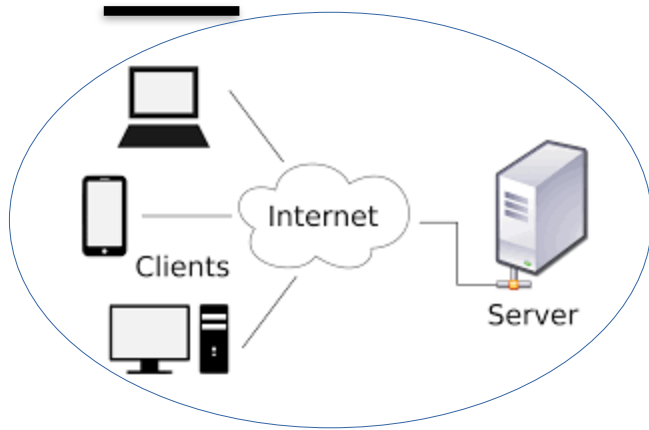
# Concepts/Methods

- Awareness
- Interaction
- Smart X
- Calm Tech.





# Enabling Technologies !

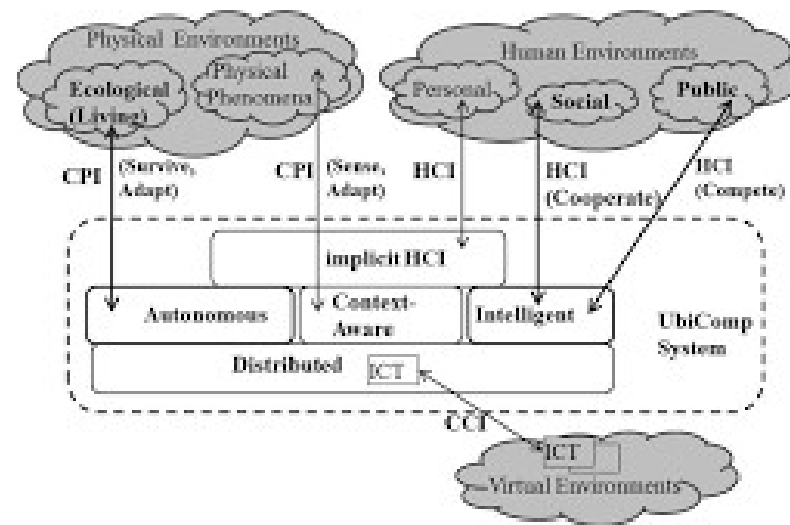


 **MQTT**

# 6. CONTEXT AWARENESS USING SMART X (TOWARDS INTELLIGENT ENVIRONMENTS)

# Context Aware System

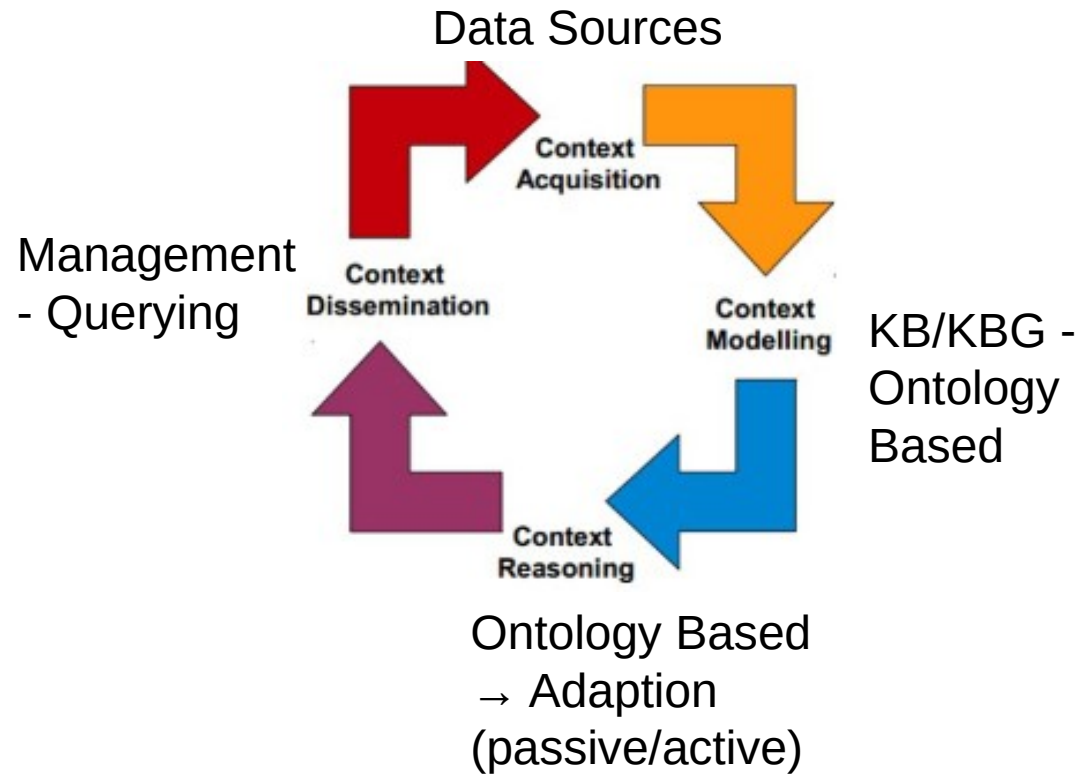
- Situation
- What, Where, When,
- How
- and Why
- Sensor Fusion



# Challenges

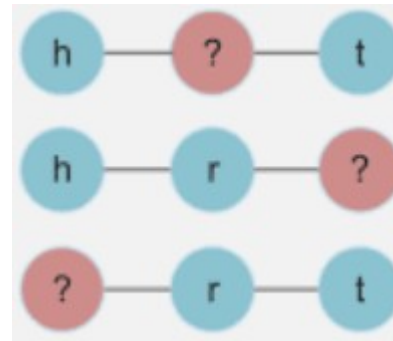
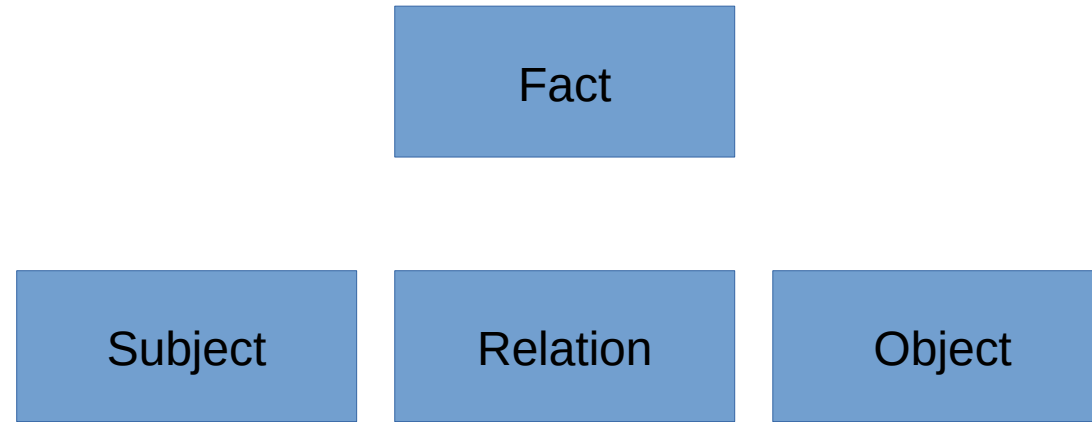
- 
- User Context
  - Environment Context
  - Privacy

# Lifecycle



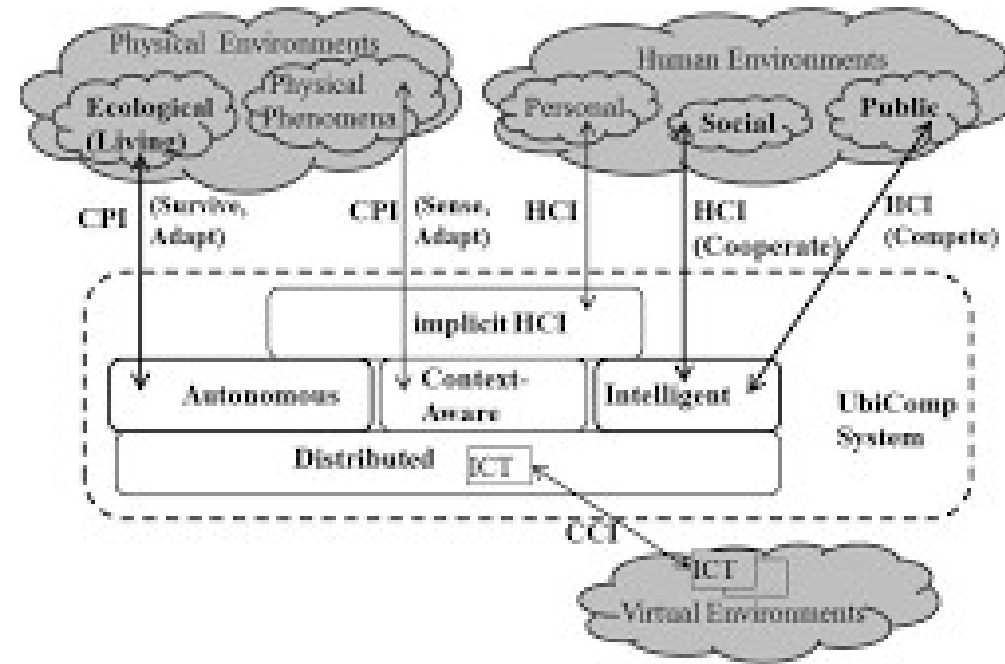
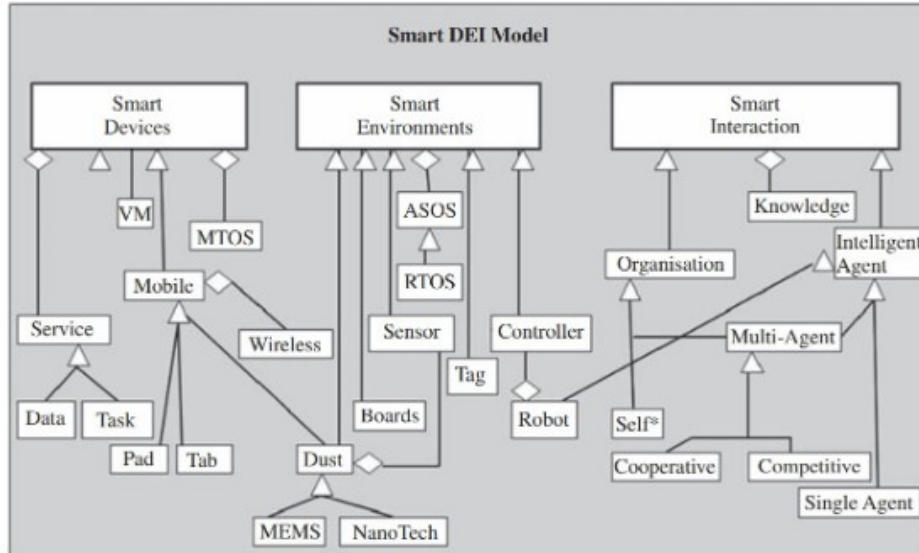
# Example

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# Smart X

- Combination → Intelligent Environment



# Intelligent System

- 
- Distributed
  - Environment
  - Interaction
  - Context
- 
- Zero Conf.

