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# UbiComp 2001: Ubiquitous Computing

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# Preface

Ten years ago, Mark Weiser's seminal article, "The Computer of the 21st Century," was published by Scientific American. In that widely cited article, Mark described some of the early results of the Ubiquitous Computing Project that he lead at Xerox PARC. This article and the initial work at PARC has inspired a large community of researchers to explore the vision of "ubicomputing". The variety of research backgrounds represented by researchers in ubicomputing is both a blessing and a curse. It is a blessing because good solutions to any of the significant problems in our world require a multitude of perspectives. That Mark's initial vision has inspired scientists with technical, design, and social expertise increases the likelihood that as a community we will be able to build a new future of interaction that goes beyond the desktop and positively impacts our everyday lives. The curse for the research community over the past decade has been that it has been hard to find the correct intellectual home for the dissemination of research results. It is the intent of the Ubicomputing 2001 conference to begin the trajectory towards creating a premier research forum for work in ubiquitous computing.

The Ubicomputing conference grew out of a series of symposia hosted in Europe on the theme of Handheld and Ubiquitous Computing (HUC '99 and HUC 2K). The change in name reflects the desire to be inclusive of all research activities related to ubicomputing, from technology-centered work on sensing, embedded and distributed systems, wireless and ad hoc networking, and software engineering, to more human-centered research on applications design, development and evaluation and understanding of the social implications of pervasive technologies. Though there are forums for work in each of these separate areas, we hope to incorporate into this conference high quality research that pushes not only a single research perspective but also attempts to move us closer to the vision of Weiser, a world in which increased penetration of computational infrastructure serves to enhance our everyday interactions with the environment and other humans rather than invade and degrade that experience.

The 14 full papers in this volume were selected from 90 submissions to Ubicomputing 2001. The 15 technical notes are also found in this volume: 10 were drawn from 70 technical note submissions, while 5 were adapted from full paper submissions. These papers cover a wide technical range, including work in novel input/output devices, location awareness, group applications, and software infrastructure. This breadth illustrates the complexity implicit in the field of ubiquitous computing.

The Ubicomputing 2001 conference was organized in collaboration with Georgia Tech, in Atlanta, Georgia, where the event was held, and in cooperation with professional society sponsors ACM SIGCHI, SIGMOBILE, and SIGSOFT. It was supported by a number of commercial sponsors, including Accenture, FXPAL, Hewlett-Packard, Intel, IBM, Microsoft, and Phillips. We would like to thank these organizations for their interest in and support of the event.

We would also like to thank the numerous reviewers who offered invaluable comments on the many full papers submitted to this conference. Additionally, we would like to thank the reviewers for their quick evaluation of the technical notes; many more submissions were received than expected, representing a heavy load for these reviewers. Finally, thanks also go to Jonathan Simon (Microsoft Research), who provided his Conference Management Toolkit (<http://cmt.research.microsoft.com>), a web-based system for managing the complex distributed paper review process.

July 2001

Gregory Abowd  
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# Table of Contents

## Keynote Address

Assembling the Planetary Computer .....	1
<i>Larry Smarr</i>	

## Location Awareness

<i>GeoNotes: Social and Navigational Aspects</i> of Location-Based Information Systems .....	2
<i>Fredrik Espinoza, Per Persson, Anna Sandin, Hanna Nyström,</i> <i>Elenor Cacciatore, and Markus Bylund</i>	
A Probabilistic Room Location Service for Wireless Networked Environments .....	18
<i>Paul Castro, Patrick Chiu, Ted Kremenek, and Richard Muntz</i>	
Location Information Management .....	35
<i>Hani Naguib and George Coulouris</i>	
Low Cost Indoor Positioning System .....	42
<i>Cliff Randell and Henk Muller</i>	
Making Everyday Life Easier Using Dense Sensor Networks .....	49
<i>W. Steven Conner, Lakshman Krishnamurthy, and Roy Want</i>	

## Tools and Infrastructure

ICrafter: A Service Framework for Ubiquitous Computing Environments ...	56
<i>Shankar R. Ponnekanti, Brian Lee, Armando Fox,</i> <i>Pat Hanrahan, and Terry Winograd</i>	
Using JIT Compilation and Configurable Runtime Systems for Efficient Deployment of Java Programs on Ubiquitous Devices .....	76
<i>Radu Teodorescu and Raju Pandey</i>	
Software Infrastructure for Ubiquitous Computing Environments: Supporting Synchronous Collaboration with Heterogeneous Devices .....	96
<i>Peter Tandler</i>	
Smart-Its Friends: A Technique for Users to Easily Establish Connections between Smart Artefacts .....	116
<i>Lars Erik Holmquist, Friedemann Mattern, Bernt Schiele,</i> <i>Petteri Alahuhta, Michael Beigl, and Hans-W. Gellersen</i>	

## Applications for Groups

- Integrating Meeting Capture within a Collaborative Team Environment ... 123  
*Heather Richter, Gregory D. Abowd, Werner Geyer,  
Ludwin Fuchs, Shahrokh Daijavad, and Steven Poltrock*
- A Ubiquitous Service Environment with Active Documents  
for Teamwork Support ..... 139  
*Patrik Werle, Fredrik Kilander, Martin Jonsson,  
Peter Lönnqvist, and Carl Gustaf Jansson*
- Digital Assistant for Supporting Conference Participants:  
An Attempt to Combine Mobile, Ubiquitous and Web Computing ..... 156  
*Yasuyuki Sumi and Kenji Mase*
- The Family Intercom:  
Developing a Context-Aware Audio Communication System ..... 176  
*Kris Nagel, Cory D. Kidd, Thomas O'Connell,  
Anind Dey, and Gregory D. Abowd*

## Panel Discussion

- Ubiquitous Computing and  
The Disappearing Computer – Research Agendas, Issues, and Strategies .. 184  
*Norbert Streitz*

## Applications and Design Spaces

- The Conversational Role of Electronic Guidebooks ..... 187  
*Allison Woodruff, Margaret H. Szymanski, Paul M. Aoki, and Amy Hurst*
- Who, What, When, Where, How:  
Design Issues of Capture & Access Applications ..... 209  
*Khai N. Truong, Gregory D. Abowd, and Jason A. Brotherton*
- Unearthing Virtual History: Using Diverse Interfaces  
to Reveal Hidden Virtual Worlds ..... 225  
*Steve Benford, John Bowers, Paul Chandler, Luigina Ciolfi,  
Martin Flintham, Mike Fraser, Chris Greenhalgh, Tony Hall,  
Sten Olof Hellström, Shahram Izadi, Tom Rodden,  
Holger Schnädelbach, and Ian Taylor*
- KISS the Tram: Exploring the PDA as Support for Everyday Activities ... 232  
*Thorstein Lunde and Arve Larsen*
- Subtle and Public Notification Cues for Mobile Devices ..... 240  
*Rebecca Hansson, Peter Ljungstrand, and Johan Redström*

<i>InfoScope: Link from Real World to Digital Information Space</i> .....	247
<i>Ismail Haritaoglu</i>	

## Research Challenges and Novel Input

At Home with Ubiquitous Computing: Seven Challenges .....	256
<i>W. Keith Edwards and Rebecca E. Grinter</i>	
Privacy by Design – Principles of Privacy-Aware Ubiquitous Systems .....	273
<i>Marc Langheinrich</i>	
TrekTrack: A Round Wristwatch Interface for SMS Authoring .....	292
<i>Anders Kirkeby, Rasmus Zacho, Jock Mackinlay, and Polle Zellweger</i>	
A Compact, Wireless, Self-Powered Pushbutton Controller .....	299
<i>Joseph A. Paradiso and Mark Feldmeier</i>	
Interacting at a Distance Using Semantic Snarfing .....	305
<i>Brad A. Myers, Choon Hong Peck, Jeffrey Nichols, Dave Kong, and Robert Miller</i>	

## Output

The Everywhere Displays Projector: A Device to Create Ubiquitous Graphical Interfaces .....	315
<i>Claudio Pinhanez</i>	
UniCast, OutCast & GroupCast: Three Steps Toward Ubiquitous, Peripheral Displays .....	332
<i>Joseph F. McCarthy, Tony J. Costa, and Edy S. Liongosari</i>	
Multibrowsing: Moving Web Content across Multiple Displays .....	346
<i>Brad Johanson, Shankar Ponnekanti, Caesar Sengupta, and Armando Fox</i>	
On the Design of Personal & Communal Large Information Scale Appliances .....	354
<i>Daniel M. Russell and Rich Gossweiler</i>	
Serendipity within a Ubiquitous Computing Environment: A Case for Opportunistic Browsing .....	362
<i>Oscar de Bruijn and Robert Spence</i>	
<b>Author Index</b> .....	371