Seminar Telekooperation: Peer-to-Peer and Ubiquitous Computing

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Goals

• Preparation of a topic
  - Literature research based on introductory articles
  - Discussions with supervisor

• Preparation of a written report
  - Analysis and presentation
  - Grading: Contents, form, extent, sticking to deadlines

• Presentation of topic
  - Use of appropriate media (computer, handout, ...)
  - Presentation technique, language, gestures, ...
  - Grading: Presentation style, content, form, sticking to deadlines
Topic Areas

- Peer-to-peer technologies (P2)
  - What is peer-to-peer?
  - How can it be used?
  - Where are peer-to-peer systems useful?

- Ubiquitous computing (UC)
  - What is ubiquitous computing?
  - What is needed for UC?
  - What is the future for UC?
Peer-to-Peer Topics

1. What is peer-to-peer?
2. P2P systems
3. Self-organization
4. Distributed Hash Tables
5. DHT examples
6. Overlay networks
7. Mobile peer-to-peer networks
8. Information dissemination in mobile P2P networks
9. P2P communications
Ubiquitous Computing Topics

1. What is ubiquitous computing?
2. Ambient and tangible user interfaces
3. Typed feature structures and event fusion
4. WiMAX
5. Using handhelds together with a ubiquitous computing infrastructure
6. The Web on handheld devices
7. Wearable/Ubiqitous/Pervasive Computing in Healthcare
8. Task modeling
9. Location Systems in Ubiquitous Computing
Ubiquitous Computing Topics

10. Privacy in Ubiquitous Computing
11. EAI For VoiceXML Applications
12. Non-Voice Audio For Speech-Only Interfaces
13. Salutation
14. Internet Service Discovery
15. Service Descriptions
16. Service Orchestration
17. Context descriptions through logic
18. Context descriptions through languages
Details

• Groups of two people allowed

• Written work
  - ~25 pages (single) ~40 pages (group) content (excluding cover sheet, table of contents, ...)
  - To be returned: On paper and electronically (Word, PDF)
  - Template on seminar homepage (Word and LaTeX)
  - 50% of the overall grade

• Presentation
  - About 25 minutes
  - Use presentation software (PowerPoint, Keynote, ...)
  - To be returned: Presentation in electronic format
  - 50% of the grade

• Seminar homepage has information about
  - Literature search
  - Structuring a presentation
  - Seminar work in general
Deadlines

- **3.11. Today**
  - Final registration
- **5.11. Send your topic choices**
  - Choices sent before 5.11. assigned according to preference (if possible)
  - Choices sent after 5.11. assigned FCFS
- **10.11. Topics selected/assigned**
  - First contact to supervisor
  - Exact schedule set by supervisor, dates mentioned below apply to all
- **30.11. Preliminary results of literature search**
  - General structure for seminar work, rough table of contents
  - Will have an effect on the grade for written work
- **31.1. 2006 Deadline for returning written report and presentation**
- **Early February 2006: Presentations**
  - Two days: 1 for each topic area (9.2. and 10.2.)
- **28.02.2006 Deadline for returning final report**
  - Final = Comments from presentation included in report
Topics

1. What is peer-to-peer?
2. P2P systems
3. Self-organization
4. Distributed Hash Tables
5. DHT examples
6. Overlay networks
7. Mobile peer-to-peer networks
8. Information dissemination in mobile P2P networks
9. P2P communications

1. What is ubiquitous computing?
2. Ambient and tangible user interfaces
3. Typed feature structures and event fusion
4. WiMAX
5. Using handhelds together with a UC infrastructure
6. The Web on handheld devices
7. UC in Healthcare
8. Task modeling
9. Location Systems in Ubiquitous Computing
10. Privacy in Ubiquitous Computing
11. EAI For VoiceXML Applications
12. Non-Voice Audio For Speech-Only Interfaces
13. Salutation
14. Intranet Service Discovery
15. Service Descriptions
16. Service Orchestration
17. Context descriptions with logic
18. Context descr. with languages