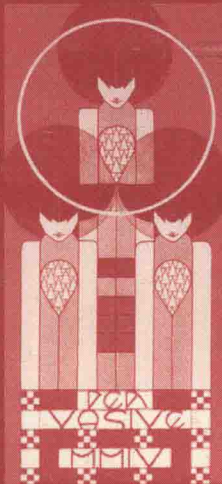


Alois Ferscha
Friedemann Mattern (Eds.)

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Pervasive Computing

Second International Conference, PERVASIVE 2004
Linz/Vienna, Austria, April 2004
Proceedings

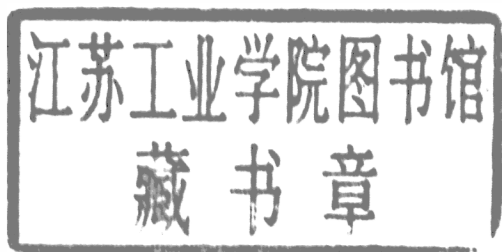


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Alois Ferscha Friedemann Mattern (Eds.)

Pervasive Computing

Second International Conference, PERVASIVE 2004
Linz/Vienna, Austria, April 18-23, 2004
Proceedings



Springer

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Preface

Welcome to the proceedings of PERVASIVE 2004, the 2nd International Conference on Pervasive Computing and the premier forum for the presentation and appraisal of the most recent and most advanced research results in all foundational and applied areas of pervasive and ubiquitous computing. Considering the half-life period of technologies and knowledge this community is facing, PERVASIVE is one of the most vibrant, dynamic, and evolutionary among the computer-science-related symposia and conferences.

The research challenges, efforts, and contributions in pervasive computing have experienced a breathtaking acceleration over the past couple of years, mostly due to technological progress, growth, and a shift of paradigms in computer science in general. As for technological advances, a vast manifold of tiny, embedded, and autonomous computing and communication systems have started to create and populate a pervasive and ubiquitous computing landscape, characterized by paradigms like autonomy, context-awareness, spontaneous interaction, seamless integration, self-organization, ad hoc networking, invisible services, smart artifacts, and everywhere interfaces. The maturing of wireless networking, miniaturized information-processing possibilities induced by novel microprocessor technologies, low-power storage systems, smart materials, and technologies for motors, controllers, sensors, and actuators envision a future computing scenario in which almost every object in our everyday environment will be equipped with embedded processors, wireless communication facilities, and embedded software to perceive, perform, and control a multitude of tasks and functions. Since many of these objects are already able to communicate and interact with global networks and with each other, the vision of context-aware “smart appliances” and “smart spaces” has already become a reality. Service provision is based on the ability of being aware of the presence of other objects or users, and systems can be designed in order to be sensitive, adaptive, and responsive to their needs, habits, and even emotions. With pervasive computing technology embodied into real-world objects like furniture, clothing, crafts, rooms, etc., those artifacts also become the interface to “invisible” services and allow them to mediate between the physical and digital (or virtual) world via natural interaction – away from desktop displays and keyboards. All these observations pose serious challenges to the conceptual architectures of computing, and the related engineering disciplines in computer science. PERVASIVE rises to those challenges.

A program committee of 30 leading scientists, together with the help of external expert reviewers, shaped the PERVASIVE 2004 scientific program, the incarnation of which you now hold in your hands. Upon the call for papers, 278 submissions were received for consideration in the conference program – 212 for the *paper* track (including 8 tech-notes), 49 for the *hot spot paper* track, and 17 for the *video paper* track. In the *paper* track, each submission was assigned for

review to at least three program committee members, who in turn often involved further experts in the review process, so that each paper received at least three (on average 3.27, at most 8) independent reviews. After a lively discussion in the program committee meeting on December 13, 2003, assessing the scientific quality and merits of each individual submission on top of the scoring it received from reviewers, 27 papers were accepted for presentation at PERVASIVE 2004 (12.7% acceptance). One accepted paper had to be withdrawn by the authors for restricted corporate reasons. Out of the 27 papers 19 were accepted in the category *regular papers* and 8 in the category *tech-notes*. Tech-notes are not to be understood as short papers condensed into fewer pages, but are intended to present pointed results at a high level of technicality in a very focused and compact format.

The PERVASIVE 2004 venue and presentation schedule was to some extent experimental, but appealing and promising. While an international doctoral colloquium preceded the main conference on April 18–19 at the University of Linz, tutorials and workshops opened the PERVASIVE 2004 activities in Vienna on April 20. The workshop topics expressed a good blend of topical research issues emerging under the pervasive computing umbrella: Gaming Applications in Pervasive Computing Environments (W1), Toolkit Support for Interaction in the Physical World (W2), Memory and Sharing of Experiences (W3), Computer Support for Human Tasks and Activities (W4), Benchmarks and a Database for Context Recognition (W5), SPPC: Security and Privacy in Pervasive Computing (W6), and Sustainable Pervasive Computing (W7). Technical paper sessions were scheduled from April 21 through April 23, highlighted by two very distinguished keynote speeches, and an inspiring banquet speech. A special PERVASIVE 2004 Video Night event presented video contributions in a lively format in a marvelous, historic place: the festival hall of the University of Vienna. All video clips are included in the PERVASIVE 2004 Video DVD. All doctoral colloquium papers, hot spot papers, and video papers are published in the “Advances in Pervasive Computing” book of the OCG (Vol. 176, ISBN 3-85403-176-9).

We want to thank all the people on the program committee and the volunteer reviewers (listed on the following pages) with sincere gratitude for their valuable assistance in this very difficult task of reviewing, judging, and scoring the technical paper submissions, as well as for their upright and factual contributions to the final decision process. We particularly wish to thank Albrecht Schmidt (Ludwig-Maximilians-Universität München) for being a very pragmatic workshop chair; Gabriele Kotsis (Johannes Kepler University Linz) for chairing the doctoral colloquium and for her pioneering work in making the colloquium ECTS credible; Horst Hörtnner from the AEC (Ars Electronica Center) Future Lab for chairing the video track, as well as his team for the support in getting the PERVASIVE 2004 Video DVD produced; Rene Mayrhofer and Simon Vogl (both Johannes Kepler University Linz) for chairing the tutorials track; and Karin Anna Hummel (University of Vienna) and Rene Mayrhofer for their excellent work as publicity co-chairs.

From the many people who contributed to make PERVASIVE 2004 happen, our special thanks go to Gabriele Kotsis, president of the OCG (Oesterreichische Computergesellschaft), and her team headed by Eugen Mühlvenzl for co-organizing this event. As in many previous events of this nature, she was the real “organizational memory” behind everything – PERVASIVE 2004 would not have come to happen without her help. Warmest thanks go to both the Rektor of the University of Linz, Rudolf Ardel, and the Rektor of the University of Vienna, Georg Winckler, for hosting PERVASIVE 2004. For their invaluable support making PERVASIVE 2004 a first-rank international event we thank Reinhard Göbl (Austrian Ministry of Transport, Innovation and Technology), Erich Prem (Austria’s FIT-IT Embedded Systems Program), and Günter Haring (University of Vienna). Jörgen Bang Jensen, CEO of Austria’s mobile communications provider ONE, Florian Pollack (head of ONE Mobile Living), and Florian Stieger (head of ONE Smart Space) generously helped in facilitating PERVASIVE 2004 and hosted the program committee meeting in ONE’s smart space. Finally, we are grateful for the cooperative interaction with the organizers of the UbiComp conference series and their helpful support in finding the right time slot for this and future PERVASIVE conferences – PERVASIVE is planned to happen annually in spring, UbiComp in fall. Particular thanks go to Gregory Abowd (Georgia Institute of Technology), Hans-Werner Gellersen (Lancaster University), Albrecht Schmidt (Ludwig-Maximilians-Universität München), Lars Erik Holmquist (Viktoria Institute), Tom Rodden (Nottingham University), Anind Dey (Intel Research Berkeley), and Joe McCarthy (Intel Research Seattle) for their mentoring efforts – we look forward to a lively and sisterly interaction with UbiComp.

Finally, this booklet would not be in your hands without the hard work and selfless contributions of Rene Mayrhofer, our technical editor, and the patience and professional support of Alfred Hofmann and his team at Springer-Verlag. Last but not least we would like to express our sincere appreciation to the organizing committee at the Institute for Pervasive Computing at the University of Linz, in particular Monika Scholl, Sandra Derntl, and Karin Haudum, as well as Rene Mayrhofer, Simon Vogl, Dominik Hochreiter, Volker Christian, Wolfgang Narzt, Hans-Peter Baumgartner, Clemens Holzmann, Stefan Oppl, Manfred Hechinger, Günter Blaschek, and Thomas Scheidl.

The numerous authors who submitted papers, expressing their interest in PERVASIVE as the outlet for their research work, deserve our deepest thanks. It is their work – very often conducted in selfless and expendable efforts – that gives PERVASIVE its special vitality. We wish to strongly encourage the authors not presenting this year to continue their endeavors, and the participants new to PERVASIVE to remain part of it by submitting next year. We all hope that this year’s program met with your approval, and we encourage you to actively contribute to (and thus steer) future PERVASIVE events.

February 2004

Alois Ferscha
Friedemann Mattern

Organization

PERVASIVE 2004, the second in a series of international conferences on Pervasive Computing, took place in Linz and Vienna, Austria from April 18 to 23, 2004. It was organized by the Department of Pervasive Computing, Johannes Kepler University of Linz, in cooperation with the Oesterreichische Computergesellschaft.

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Activity Recognition from User-Annotated Acceleration Data

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Abstract. In this work, algorithms are developed and evaluated to detect physical activities from data acquired using five small biaxial accelerometers worn simultaneously on different parts of the body. Acceleration data was collected from 20 subjects without researcher supervision or observation. Subjects were asked to perform a sequence of everyday tasks but not told specifically where or how to do them. Mean, energy, frequency-domain entropy, and correlation of acceleration data was calculated and several classifiers using these features were tested. Decision tree classifiers showed the best performance recognizing everyday activities with an overall accuracy rate of 84%. The results show that although some activities are recognized well with subject-independent training data, others appear to require subject-specific training data. The results suggest that multiple accelerometers aid in recognition because conjunctions in acceleration feature values can effectively discriminate many activities. With just two biaxial accelerometers – thigh and wrist – the recognition performance dropped only slightly. This is the first work to investigate performance of recognition algorithms with multiple, wire-free accelerometers on 20 activities using datasets annotated by the subjects themselves.

1 Introduction

One of the key difficulties in creating useful and robust ubiquitous, context-aware computer applications is developing the algorithms that can detect context from noisy and often ambiguous sensor data. One facet of the user's context is his physical activity. Although prior work discusses physical activity recognition using acceleration (e.g. [17,5,23]) or a fusion of acceleration and other data modalities (e.g. [18]), it is unclear how most prior systems will perform under real-world conditions. Most of these works compute recognition results with data collected from subjects under artificially constrained laboratory settings. Some also evaluate recognition performance on data collected in natural, out-of-lab settings but only use limited data sets collected from one individual (e.g. [22]). A number of works use naturalistic data but do not quantify recognition accuracy. Lastly, research using naturalistic data collected from multiple subjects has focused on

recognition of a limited subset of nine or fewer everyday activities consisting largely of ambulatory motions and basic postures such as sitting and standing (e.g. [10,5]). It is uncertain how prior systems will perform in recognizing a variety of everyday activities for a diverse sample population under real-world conditions.

In this work, the performance of activity recognition algorithms under conditions akin to those found in real-world settings is assessed. Activity recognition results are based on acceleration data collected from five biaxial accelerometers placed on 20 subjects under laboratory and semi-naturalistic conditions. Supervised learning classifiers are trained on labeled data that is acquired without researcher supervision from subjects themselves. Algorithms trained using only user-labeled data might dramatically increase the amount of training data that can be collected and permit users to train algorithms to recognize their own individual behaviors.

2 Background

Researchers have already prototyped wearable computer systems that use acceleration, audio, video, and other sensors to recognize user activity (e.g. [7]). Advances in miniaturization will permit accelerometers to be embedded within wrist bands, bracelets, adhesive patches, and belts and to wirelessly send data to a mobile computing device that can use the signals to recognize user activities.

For these applications, it is important to train and test activity recognition systems on data collected under naturalistic circumstances, because laboratory environments may artificially constrict, simplify, or influence subject activity patterns. For instance, laboratory acceleration data of walking displays distinct phases of a consistent gait cycle which can aide recognition of pace and incline [2]. However, acceleration data from the same subject outside of the laboratory may display marked fluctuation in the relation of gait phases and total gait length due to decreased self-awareness and fluctuations in traffic. Consequently, a highly accurate activity recognition algorithm trained on data where subjects are told exactly where or how to walk (or where the subjects are the researchers themselves) may rely too heavily on distinct phases and periodicity of accelerometer signals found only in the lab. The accuracy of such a system may suffer when tested on naturalistic data, where there is greater variation in gait pattern.

Many past works have demonstrated 85% to 95% recognition rates for ambulation, posture, and other activities using acceleration data. Some are summarized in Figure 1 (see [3] for a summary of other work). Activity recognition has been performed on acceleration data collected from the hip (e.g. [17,19]) and from multiple locations on the body (e.g. [5,14]). Related work using activity counts and computer vision also supports the potential for activity recognition using acceleration. The energy of a subject's acceleration can discriminate sedentary activities such as sitting or sleeping from moderate intensity activities such as walking or typing and vigorous activities such as running [25]. Recent work