

End-User Service Composition in Mobile Pervasive Environments

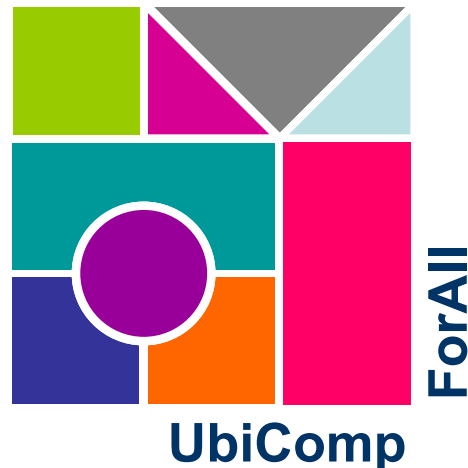
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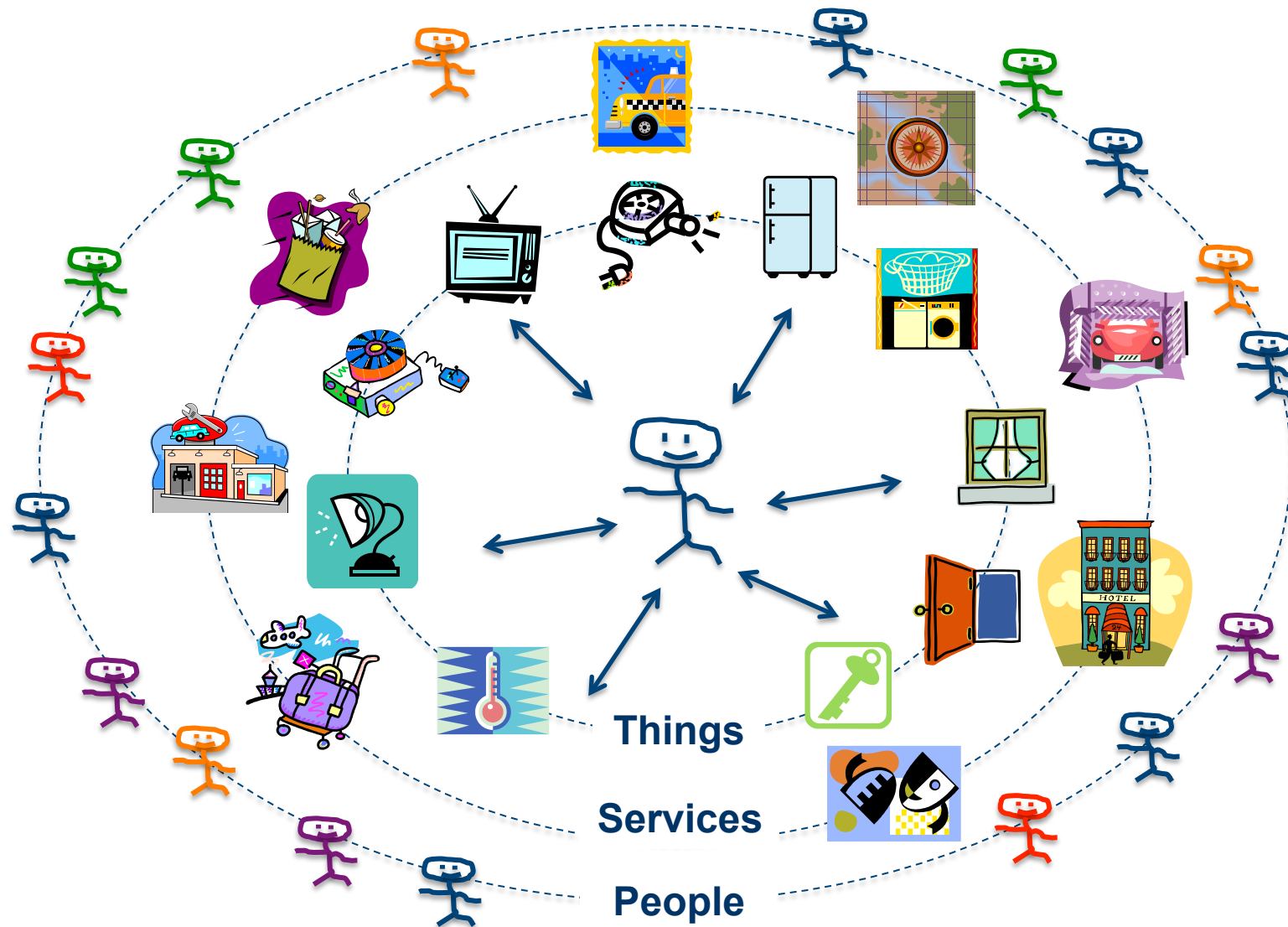
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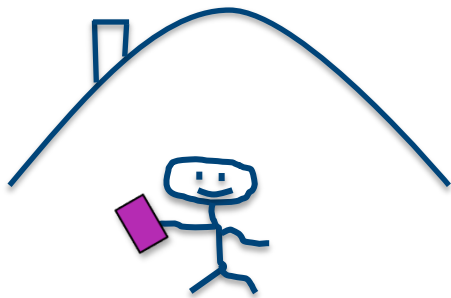
Pervasive services

2



Adding mobility

3



Home



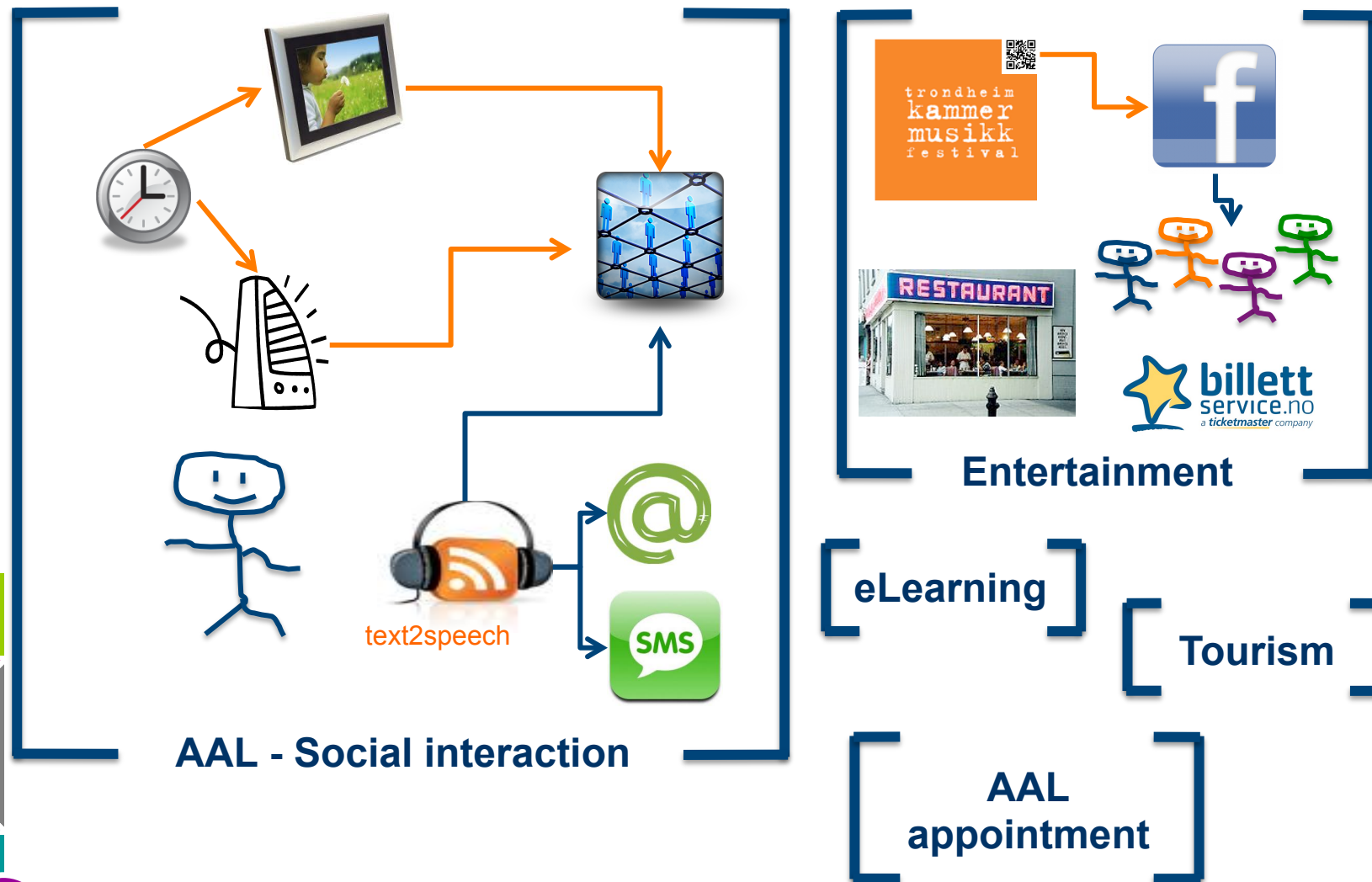
City



World

End-user composition: what? why?

4



5



Challenge: service composition

6



Search



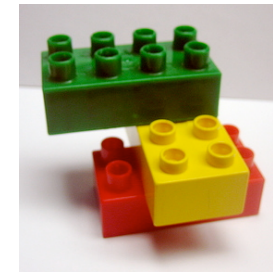
Composition notation

意味論

Semantics



Recommend



Understandability
Consistency

Challenge: dynamicity

7



- Devices come and go
- Services appear and disappear
- Services vary in quality
- Users' tasks and needs vary in changing contexts

Challenge: what did I compose?

8



Simulation: what if?



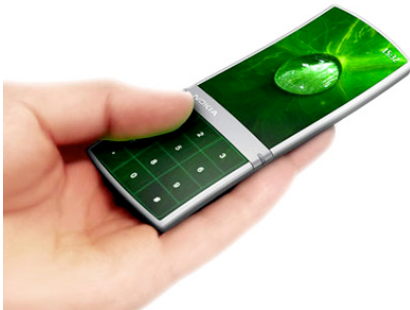
Debugging: why not?

Challenge: platforms

9



Desktop



Smartphones

Composition time

Execution time



Potentials

10



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smartphone
technology**



**App availability
through
marketplaces**



**Emerging
end-user
tools**



Thank you!

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