

# **Mobile Computation with Functions**

**ZELİHA DİLSUN KIRLI**

# Mobile Computation With Functions

**David Taniar**



## **Mobile Computation With Functions:**

**Mobile Computation with Functions** Zeliha Dilsun Kirli, 2012-12-06 Mobile Computation with Functions explores distributed computation with languages which adopt functions as the main programming abstraction and support code mobility through the mobility of functions between remote sites. It aims to highlight the benefits of using languages of this family in dealing with the challenges of mobile computation. The possibility of exploiting existing static analysis techniques suggests that having functions at the core of mobile code language is a particularly apt choice. A range of problems which have impact on the safety, security, and performance are discussed. It is shown that types extended with effects and other annotations can capture a significant amount of information about the dynamic behavior of mobile functions and offer solutions to the problems under investigation. This book includes a survey of the languages Concurrent ML, Facile, and PLAN which inherit the strengths of the functional paradigm in the context of concurrent and distributed computation. The languages which are defined in the subsequent chapters have their roots in these languages.

[Mobile Computation with Functions](#) Zeliha Dilsun Kirli, 2002 The practice of computing has reached a stage where computers are seen as parts of a global computing platform. The possibility of exploiting resources on a global scale has given rise to a new paradigm, the mobile computation paradigm for computation in large scale distributed networks. Languages which enable the mobility of code over the network are becoming widely used for building distributed applications. This thesis explores distributed computation with languages which adopt functions as the main programming abstraction and support code mobility through the mobility of functions between remote sites. It aims to highlight the benefits of using languages of this family in dealing with the challenges of mobile computation. The possibility of exploiting existing static analysis techniques suggests that having functions at the core of a mobile code language is a particularly apt choice. A range of problems which have impact on the safety, security, and performance of systems are discussed here. It is shown that types extended with effects and other annotations can capture a significant amount of information about the dynamic behaviour of mobile functions and offer solutions to the problems under investigation. The thesis presents a survey of the languages Concurrent ML, Facile, and PLAN which remain loyal to the principles of the functional language ML and hence inherit its strengths in the context of concurrent and distributed computation. The languages which are defined in the subsequent chapters have their roots in these languages. Two chapters focus on using types to statically predict whether functions are used locally or may become mobile at runtime. Types are exploited for distributed calltracking to estimate which functions are invoked at which sites in the system. Compilers for mobile code languages would benefit from such estimates in dealing with the heterogeneity of the network nodes in providing static profiling tools and in estimating the resource consumption of programs. Two chapters are devoted to the use of types in controlling the flow of values in a system where users have different trust levels. The confinement of values within a specified mobility region is the subject of one of these. The other focuses on systems where

values are classified with respect to their confidentiality level The sources of undesirable flows of information are identified and a solution based on noninterference is proposed

*Mobile Computing: Concepts, Methodologies, Tools, and Applications* Taniar, David,2008-11-30 This multiple volume publication advances the emergent field of mobile computing offering research on approaches observations and models pertaining to mobile devices and wireless communications from over 400 leading researchers Provided by publisher

**Foundations of Information Technology in the Era of Network and Mobile Computing** Ricardo Baeza-Yates,Ugo Montanari,Nicola Santoro,2013-06-29 Foundations of Information Technology in the Era of Network and Mobile Computing is presented in two distinct but interrelated tracks Algorithms Complexity and Models of Computation Logic Semantics Specification and Verification This volume contains 45 original and significant contributions addressing these foundational questions as well as 4 papers by outstanding invited speakers These papers were presented at the 2nd IFIP International Conference on Theoretical Computer Science TCS 2002 which was held in conjunction with the 17th World Computer Congress sponsored by the International Federation for Information Processing IFIP and which convened in Montr al Qu bec Canada in August 2002

**UMTS and Mobile Computing** Alexander Joseph Huber,Josef Franz Huber,2002 This unique book bridges the gap between ubiquitous computing UBICOMP and third generation mobile communication A first of its kind this resource helps you decide which are the most promising technologies to use for specific mobile communication applications Scenarios indicate how new applications will be developed and how to implement them It points out each technology s distinguishing characteristics advantages and disadvantages to help you determine if a certain implementation is feasible and what performance level you might expect The book features an informative discussion on how mobile network operators plan ongoing services and manage resources Moreover you learn how Internet providers portal operators and content providers develop the right platforms for multimedia services content aggregation and selection towards mobile Internet applications In addition future trends are considered This book is an authoritative practical reference for all your current and future projects in the field

*Applications of Security, Mobile, Analytic, and Cloud (SMAC) Technologies for Effective Information Processing and Management* Karthikeyan, P.,Thangavel, M.,2018-06-29 From cloud computing to big data to mobile technologies there is a vast supply of information being mined and collected With an abundant amount of information being accessed stored and saved basic controls are needed to protect and prevent security incidents as well as ensure business continuity Applications of Security Mobile Analytic and Cloud SMAC Technologies for Effective Information Processing and Management is a vital resource that discusses various research findings and innovations in the areas of big data analytics mobile communication and mobile applications distributed systems and information security With a focus on big data the internet of things IoT mobile technologies cloud computing and information security this book proves a vital resource for computer engineers IT specialists software developers researchers and graduate level students seeking current research on SMAC technologies and

information security management systems

**Mobile Computing**, 2009 This multiple volume publication advances the emergent field of mobile computing offering research on approaches observations and models pertaining to mobile devices and wireless communications from over 400 leading researchers Provided by publisher

**Mobile Computing and Communications Review**, 2008 Mobile Computing Raj Kamal, 2007 Mobile Computing provides a comprehensive coverage of both the communication and computing aspects The student friendly style numerous illustrative examples and exercises for each topic discussed make the text ideal for classroom learning Mobile Computing is designed to serve as a textbook for students in the disciplines of computer science and engineering electronics and communication engineering and information technology It describes the basic concepts of mobile computing and provides technical information about the various aspects of the subject as also the latest technologies that are currently in use The first few chapters present a balanced view of mobile computing as well as mobile communication including the 2G and 3G communication systems mobile IP and mobile TCP The subsequent chapters provide a systematic explanation of mobile computing as a discipline in itself The book provides an in depth coverage of databases in mobile systems methods of data caching dissemination and synchronization Bluetooth IrDA and ZigBee protocols data security mobile ad hoc and wireless sensor networks and programming languages and operating systems for mobile computing devices Written in an easy to understand and student friendly manner the book includes several illustrative examples and sample codes A comprehensive set of exercises is included at the end of each chapter

**Fourth IEEE Workshop on Mobile Computing Systems and Applications**, 2002 Representing the proceedings of the June 2002 conference in Callicoon New York this slender volume contains fourteen papers on location and security implementing mobility aggregation and routing data and its context and adaptation An abstract is provided for each and b w illustrations support most of the papers Contributors include American and a few British researchers in academia and industry Only authors are listed in the index Annotation copyrighted by Book News Inc Portland OR

*Wireless Systems and Mobile Computing* Mohsen Guizani, 2001 Six chapters address the aspects of wireless systems that support mobile computing Topics include the protocols for service discovery in dynamic and mobile networks delay techniques for reducing PCS signalling traffic two tier gateways Markov modulated poison process model fuzzy bandwidth allocation controllers and fuzzy connection admission control Diagrams and charts are featured Contributors are computer scientists and engineers from Florida China and Taiwan

**Third IEEE Workshop on Mobile Computing Systems and Applications** IEEE Computer Society. Technical Committee on the Internet, 2000 Annotation Seventeen papers from the December 2000 workshop discuss ubiquitous and context aware computing service discovery and interaction personal mobility systems support and UI toolkits for mobile devices and protocols for wireless networks Some of the topics are a virtual machine architecture designed for mobile embedded systems the Roma personal metadata service performance evaluation of a lightweight resource reservation protocol for mobile Internet hosts optimizing thin clients for wireless active

media applications and using CORBA applications in nomadic environments No subject index Annotation copyrighted by Book News Inc Portland OR

**Encyclopedia of Mobile Computing and Commerce** David Taniar,2007 The Encyclopedia of Mobile Computing and Commerce is the leading reference source for innovative research on mobile applications and commerce This two volume encyclopedia set presents current trends in mobile computing and their potential use in business and commerce Hundreds of internationally renowned scholars and practitioners have written comprehensive articles exploring the latest concepts technologies and innovations in this rapidly expanding field Thousands of definitions and references to additional literature have been included to stimulate further research The Encyclopedia of Mobile Computing and Commerce is an indispensable reference work for every academic public and private library

**Proceedings of the 2004 Joint Workshop on Foundations of Mobile Computing** Stefano Basagni,Cynthia Phillips,2004

**Wireless Internet and Mobile Computing** Yu-Kwong Ricky Kwok,Vincent K.N. Lau,2007-09-04 Publisher description

**Mobile Commerce and Wireless Computing Systems** Geoffrey Elliott,Nigel Phillips,2004 As content delivery over wireless devices becomes faster and more secure it is thought that mobile commerce m commerce will overtake tethered e commerce as the medium of choice for digital commerce transactions As well as the obvious effect on financial services mobile banking telecommunications and retail and information services such as video delivery of sports results it is also likely to have a profound effect on the way a wide variety of businesses arrange for people to meet and interact This book explores the theory and practice of both the technical and business domains of m commerce particularly wireless networking and mobile commerce applications as well as discussing the what why and how of m commerce The book starts by covering the theoretical underpinning of the subject before going on to put the theory into practice covering the technologies approaches applications and design issues Features Explains the fundamentals of mobile commerce and wireless systems design and implementation Applications oriented showing how good systems design leads to efficient and effective m commerce systems Balances enthusiasm for the technological capabilities with wider social and political implications through discussion of security and ethical issues Tutorial approach with exercises student activities short case studies and technical reports to enhance learning This book is intended for anyone wishing to find out more about the theory and practice of commercially exploiting these exciting and ground breaking new technologies About the authors Geoffrey Elliott is Head of Division for Information Systems at London South Bank University Nigel Phillips worked in the computer industry for 10 years before joining London South Bank University consulting on the application of complexity theory

**Mobile Agents and Security** Giovanni Vigna,1998-06-29 A study of mobile agents and security The mobile agents paradigm integrates a network of computers and reduces networking to program construction A mobile agent can travel from one place to another and subject to the destination s approval interact programmatically with the place it visits

**Application Support for Mobile Computing** Steven Leslie Pope,1997 Abstract In recent years small completely portable computers have become available on the

marketplace There is demand for such computers termed walkstations to access network services while retaining their mobility and to operate effectively in a wide range of conditions Future office environments are expected to support wireless networks with bandwidths which are several orders of magnitude greater than are available outdoors In such environments there will be powerful compute servers available for a walkstation s use This dissertation describes a novel architecture called Notus and its support for applications operating in a mobile environment The concept of the traded handoff is introduced where applications are able to participate in the handoff process rebuilding connections to the most appropriate service This is expected to benefit walkstations which roam over large distances where connections to servers would otherwise be strained and also between heterogeneous networks where cooperation between the networks in performing a handoff might be problematic It is also proposed in this dissertation that applications could benefit from the ability to migrate onto compute servers as a walkstation moves into the office environment This enables both the walkstation to conserve its own resources and applications to improve the service provided to the end user Finally by interleaving a traded handoff with the migration process it is possible for a migrating application to easily rebuild its connections as it moves to a new host The Notus architecture has been implemented including a traded handoff service and a new application migration service The new application migration service was designed since existing application migration services are unsuited to mobile environments and it enables applications to migrate between heterogeneous hosts with little disruption Applications which use the service are written in a standard compiled language and normal running applications suffer little overhead A number of existing applications which are representative of a walkstation s interactive desk top environment have been adapted to use the Notus architecture and are evaluated In summary this work describes how mobility awareness and the support from appropriate tools can enable walkstation applications to better adapt to a changing mobile environment particularly when the walkstation is carried between different network types or over great distances

**Fundamentals of Mobile and Pervasive Computing** Frank Adelstein,Sandeep KS Gupta,Golden Richard III,Loren Schwiebert,2004-12-30 This book details the engineering principles underlying mobile computing serving as a basic reference as text for graduate and advanced undergraduates It is the first systematic explanation of mobile communications as a discipline in itself containing Exercises projects and solutions

Database Design for Spatial Network Management Systems Duen-Ren Liu,1995

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