Abstract

Pervasive computing means "existing everywhere." It is the growing trend towards embedding microprocessors in everyday objects so they can communicate information. Due to this, all the embedded and mobile computing devices are becoming more and more pervasive and dynamically adaptive. In this paper we have described how a pervasive computing model helps to achieve dynamic adaptation with the environment and ubiquitously handles the overall environment. This paper sketches a hypothetical pervasive computing scenario, and uses them to identify key capabilities missing from today's systems. And for so we have demonstrated a pervasive model which can handle various traffic issues such as deadlock prevention and various random cases like car to car collision, sending signals to the vehicles approaching towards the point of collision and to prevent further deadlock problems. In this paper, we have shown previous problems in the era of computing and its solution achieved by this computing technology. The first section of this paper gives introduction to pervasive computing then second section describes the approach overview of this computing technology, third section deals with its layered architecture and fourth concentrates on case study analysis with explanation of hypothetical scenarios fifth, sixth and seventh deals with the proposed work and finally the last section gives the conclusion and references.
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Index Terms

- Computer Science
- Networks

Keywords

- Pervasive
- Ubiquitous
- Mobile Computing
- Agent