Abstract

An autonomous and intelligent computing object that can be accessed by anything, anytime, anywhere is known as ubiquitous object. An environment in which these objects are present is known as Ubiquitous Computing environment. Advancement in computing technologies resulting in the growth of computer technologies and computer based applications; there is a demand to access information at anytime, anywhere remotely. This has resulted into the research focus towards ubiquitous computing. In ubiquitous environment a large number of objects communicate with each other. The question is how to provide a unique identification to objects in growth. This requires the design of unique protocols to establish meaningful communication between the ubiquitous objects. And it also provides the uniqueness of object identity and object categorization. In this paper protocols are designed for ubiquitous objects categorization and query language for communication of objects.
A Protocol Design for Ubiquitous Object Categorization and Communication through Query Language

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- lex & yacc by John Levine, Tony Mason and Doug Brown

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