

Proactive Computing

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May 6th, 2014

Computing

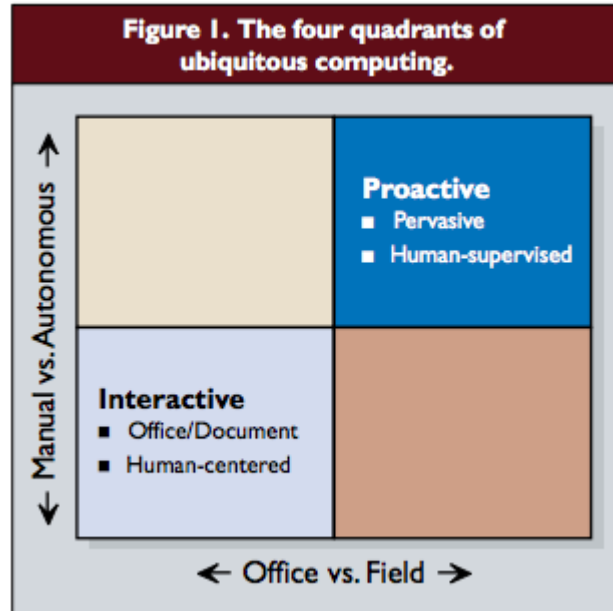
Responsive

Reactive

Proactive

Early 2000s

J.C.R. Licklider: Interactive Computing



Early 2000s - Three Directions

Getting Physical

Getting Real

Getting Out

Around 2003 - Design Principles

self-monitor

defend against attack

self-heal

communicate

self-configure

aware of the

environment

improve performance

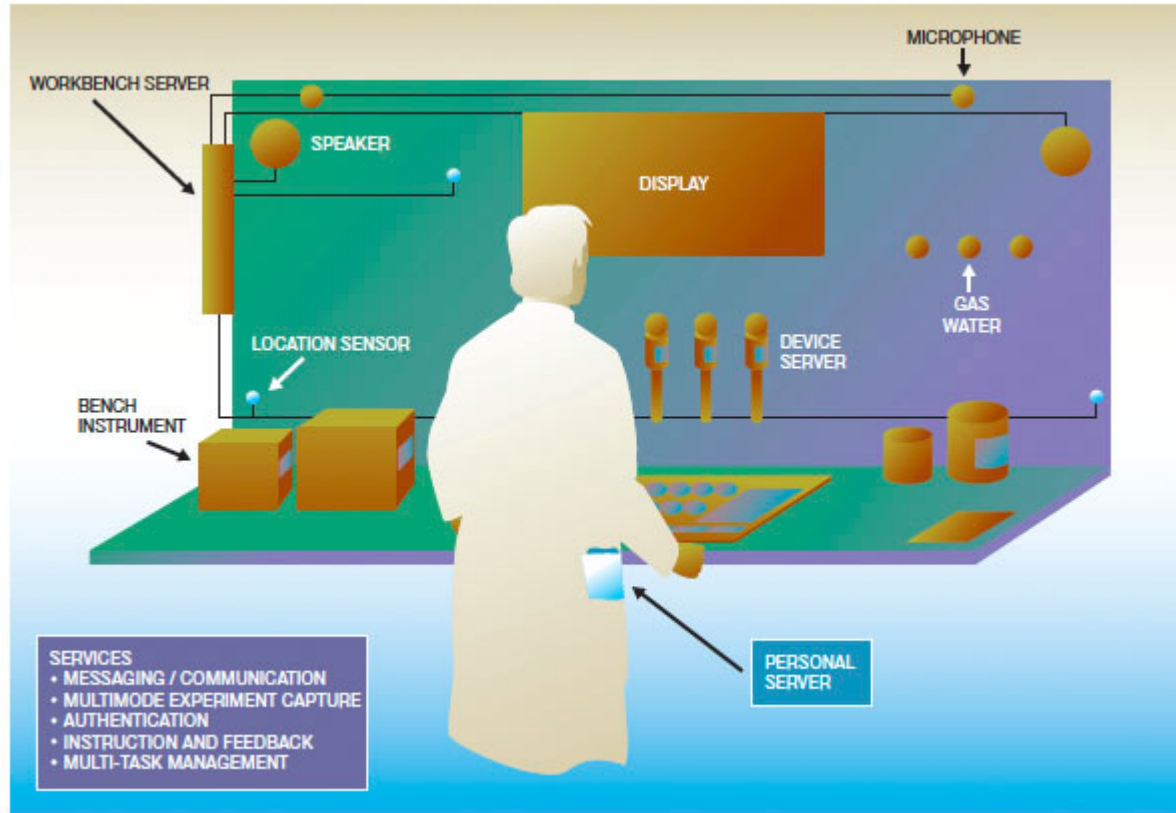
anticipate user actions

Around 2003 - Research Projects

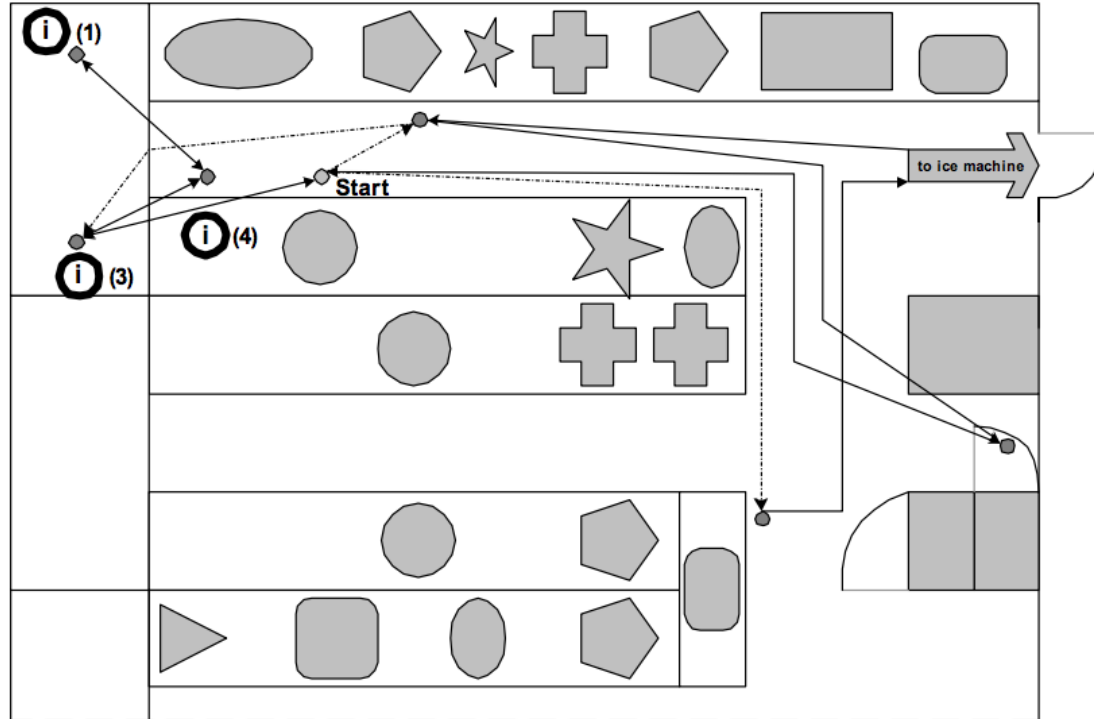
1. Labscape

2. Personal Server

Around 2003 - Labscape



Around 2003 - Labscape



2008: Spatial Conditions and Interactions

1. Location

2. Orientation

3. Motion

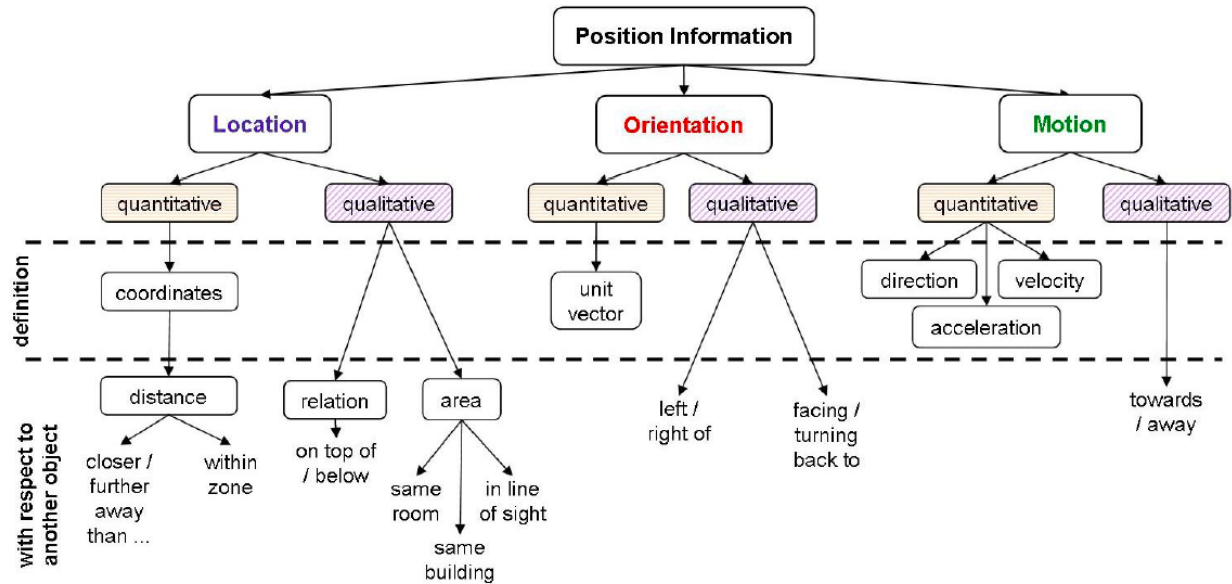


Figure 1. The Concept of Spatial Conditions

2008: Gateways, Drag and Drop



2009 and now:

1. More people are connected to the digital world for more time
2. Advertising is effective
3. Users demand more information and more quickly
4. Computation is getting cheaper!

Proactive Health Care



Thank You!

