debunking the wearable myths

Primary Assumptions In Wearable Computing.

Battery Power is minimal   X ⟶ ? optimise for power.

Bandwidth is an issue   X ⟶ ? what are you communicating?
⟶ Analysis

Processing power is minimal   X

Systems use/advertise services ⟶ ? Processing happens on me! X   ⇓ Storage is an issue

A wearable computer will have an environment to work in

⟶ Communication about the PAN is client/server based

Body Sensor Networks are Network Accessible and can be managed like a network ①   ②

A wearable will always be connected somehow – wires/wireless

The network is closed   persist data.   ⟶ frequency

Policies and Rules are centrally managed   ⟵ EMERGENCE?

Assumes non-conflicting policies

One managing node

Wearables are there to help

Wearables are to help the user

Wearables are to help the environment monitor the user   ⑦   wearables are individual
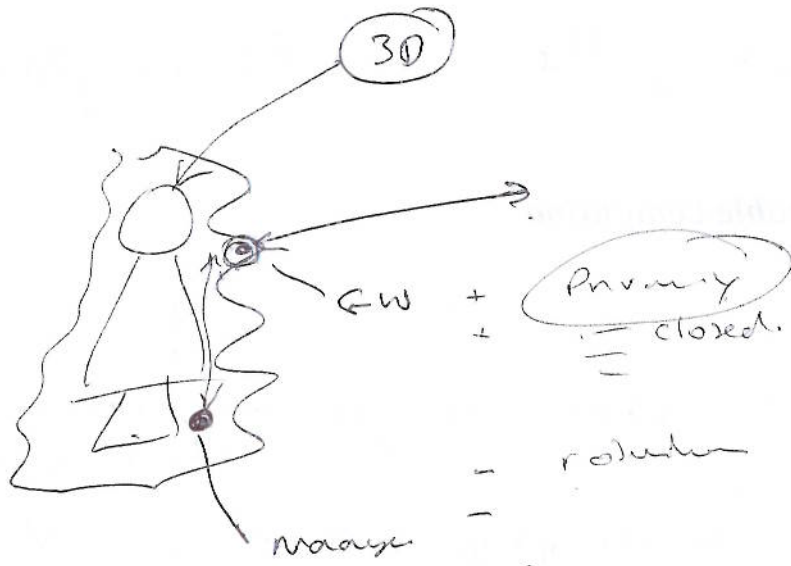
New sensors will be dynamically configured to work with the existing sensor network

There will be a connection at some point

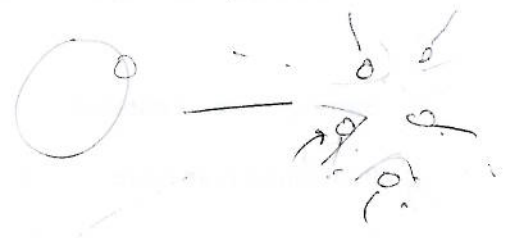① Network is accessible to all or the nodes are accessible.

② Swarm management.

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GW + Privacy
= closed.

= solution

maaye =

V2 + pure p2p
✓ + individual address at
⇓

Policy ⟶ coordination + Agency

perane ✓ ≠ commits ✓
↓   ↓
infra   infra

data is privart.
⇕

transient v persistent

data.

granular