It is our great pleasure to welcome you to Vienna and to announce the technical program of the 2nd IEEE Workshop on Software Technologies for Embedded and Ubiquitous Computing Systems (WSTFEUS 2004). This workshop is an excellent forum for technical exchange in all facets of this new and expanding computing field.

Recently there has been explosive growth in the application domain of embedded computing technologies and the potential impacts of such technological advances on global economical strengths has been well recognized. The continuously expanding communication technologies and infrastructures are enabling many government and industry leaders to envision information societies consisting of ubiquitous networking and computing capabilities. This, in turn, is leading to a stimulation of competitive technology investments. The diversity of these topics highlight the importance of embedded and ubiquitous computing technologies to support today’s high-tech world.

This year’s workshop continues with the high quality expected of an IEEE program. From the paper submissions, the program committee accepted twenty-seven papers and six short papers. We wish to express our gratitude to the authors who contributed their high quality papers to the WSTFEUS 2004 technical program. We would also like to thank the members of the program committee who carefully reviewed and selected papers for presentation in the workshop. The support of Kane Kim, the Workshop co-chairs, Peter Puschner, and Edgar Nett was invaluable. We thank them for their dedication.

Thank you for your active participation in WSTFEUS 2004. We hope that you will find the workshop to be productive and enjoyable, and we look forward to seeing you next year at WSTFEUS 2005.

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