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Nota di contenuto	Invited Papers -- Coordination and Access Control of Mobile Agents -- Characteristics of an Agent Scripting Language and its Execution Environment -- Regular Papers -- A Coordination Model for Agents based on Secure Spaces -- Coordination with Attributes -- MobiS: A Specification Language for Mobile Systems -- Coordinated Roles: Promoting Re-usability of Coordinated Active Objects Using Event Notification Protocols -- Pipelining the Molecule Soup: A Plumber's Approach to Gamma -- Erratic Fudgets: A Semantic Theory for an Embedded Coordination Language -- Coordination of Synchronous Programs -- Composing Specications for Coordination -- On the Expressiveness of Coordination Models -- Comparing Software Architectures for Coordination Languages -- A Hierarchical Model for Coordination of Concurrent Activities -- A Self-Deploying Election Service for Active Networks -- Mobile Co-ordination: Providing Fault Tolerance in Tuple Space Based Co-ordination Languages -- A Simple Extension of Java Language for Controllable Transparent Migration and its Portable Implementation -- Coordination Among Mobile Objects -- Simulation of Conference Management using an Event-Driven Coordination Language -- Internet-Based Coordination Environments and Document-Based Applications: a Case Study -- Coordination of a Parallel Proposition Solver -- CLAM: Composition Language for Autonomous Megamodules -- Modeling Resources for Activity

Coordination and Scheduling -- Static Analysis of Real-Time Component-based Systems Congurations -- Acme-based Software Architecture Interchange -- A Group Based Approach for Coordinating Active Objects -- Introducing Connections Into Classes With Static Meta-Programming -- TRUCE: Agent Coordination Through Concurrent Interpretation of Role-Based Protocols -- The STL++ Coordination Language: A Base for Implementing Distributed Multi-agent Applications -- Posters -- A Distributed Semantics for a IWIM-Based Coordination Language -- Coordination in Context: Authentication, Authorisation and Topology in Mobile Agent Applications -- Presence and Instant Messaging via HTTP/1.1: A Coordination Perspective -- Towards a Periodic Table of Connectors.

Sommario/riassunto

We welcome you to Coordination ’99, the third in a series of conferences d- icated to an important perspective on the development of complex software systems. That perspective is shared by a growing community of researchers - terested in models, languages, and implementation techniques for coordination. The last decade has seen the emergence of a class of models and languages variously termed “coordination languages”, “con?guration languages”, “arc- tectural description languages”, and “agent-oriented programming languages”. Theseformalismsprovideacleanseparationbetweenindividualsoftwareco m- nents and their interaction within the overall software organization. This se- ration makes complex applications more tractable, supports global analysis,and enhances the reuse of software components. The proceedings of the previous two conferences on this topic were published by Springer as Lecture Notes in Computer Science 1061 and 1282. This issue of LNCS containing the papers presented at Coordination ’99 continues the tradition of carefully selected and high quality papers representing the state of the artin coordinationtechnology.In responseto thecallfor papers,wereceived 67 submissions, from which 26 papers were accepted. These proceedings also contain abstracts for posters presented at the conference. This year’s program features invited talks by Rocco De Nicola and Danny B. Lange. Reading through the papers, we expect that you may be surprised by the variety of disciplines within computer science that have embraced the notion of coordination. In fact, we expect this trend to continue, and hope that you will contribute to the on-going exploration of its strengths, weaknesses, and applications.