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Nota di contenuto	aZIMAS: Web Mobile Agent System -- Mobile Code in .NET: A Porting Experience -- Mobile Agents and Logic Programming -- Empowering Mobile Software Agents -- An Intrusion Detection System for Aglets -- Fine-Grained Interlaced Code Loading for Mobile Systems -- Improving Scalability of Replicated Services in Mobile Agent Systems -- Toward Interoperability of Mobile-Agent Systems -- Mobile Intermediaries Supporting Information Sharing between Mobile Users -- A Mobile Agent Enabled Fully Distributed Mutual Exclusion Algorithm -- Using a Secure Mobile Object Kernel as Operating System on Embedded Devices to Support the Dynamic Upload of Applications -- Supporting Flexible

Sommario/riassunto

Welcome to the proceedings of the 6th IEEE International Conference on Mobile Agents. MA 2002 took place in Barcelona, Spain and was co-located with the 4th International Workshop on Mobile Agents for Telecommunications Applications. Both events were held at the Universitat Pompeu Fabra, October 22–25, 2002. Mobile agents may be defined as programs that, with varying degree of autonomy, can move between hosts across a network. Mobile agents combine the notions of mobile code, mobile computation, and mobile state. Capabilities of mobile agents include: – Supporting unreliable networks and disconnected operation – Counteracting low-bandwidth, high-latency communication links – Deploying new behaviour (through mobile code) and reconfiguring systems on-the-fly – Distributing processing load across systems – Improving survivability in the face of network and system failure. Given the above capabilities, mobile agents (while they may not be referred to as such) are now becoming accepted as a fundamental architectural construct for the design and development of complex adaptive systems that need to operate in highly dynamic environments. Mobile agents also support applications in several domains such as ubiquitous computing, grid computing, remote sensing, data mining, system management, and agile computing.