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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	International School and Symposium on Advanced Distributed Systems -- Myths, Beliefs and Superstitions about the Quality of Software and of Its Teaching -- Enhancing a Telerobotics Java Tool with Augmented Reality -- VIBES: Bringing Autonomy to Virtual Characters -- An Overview of the Virtuosi Toolkit -- Assessing the Impact of Rapid Serial Visual Presentation (RSVP): A Reading Technique -- An Open Multiagent

Architecture to Improve Reliability and Adaptability of Systems --
Toward a Generic MAS Test Bed -- State Controlled Execution for
Agent-Object Hybrid Languages -- Cognitive Agents and
Paraconsistent Logic -- A Multiagent Infrastructure for Self-organized
Physical Embodied Systems: An Application to Wireless Communication
Management -- Tlachtli*: A Framework for Soccer Agents Based on
GeDa-3D -- Evaluating Location Dependent Queries Using ISLANDS --
Conceptual Information Retrieval -- Semantic Search Engines -- The
Internal-Local-Remote Dependency Model for Generic Coordination in
Distributed Collaboration Sessions -- About the Value of Virtual
Communities in P2P Networks -- Search in Communities: An Approach
Derived from the Physic Analogue of Thermal Fields -- A Component-
Based Design Approach for Collaborative Distributed Systems --
Architecture for Locating Mobile CORBA Objects in Wireless Mobile
Environment -- Integration of Load Balancing into a Parallel
Evolutionary Algorithm -- Random Distributed Self-stabilizing
Structures Maintenance -- A New On-Line Scheduling Algorithm for
Distributed Real-Time System -- Facing Combinatory Explosion in NAC
Networks -- Multiple Correspondences and Log-linear Adjustment in
E-commerce -- A Distributed Digital Text Accessing and Acquisition
System.

Sommario/riassunto

This book constitutes the thoroughly refereed post-proceedings of the Third International School and Symposium on Advanced Distributed Systems, ISSADS 2004, held in Guadalajara, Mexico in January 2004. The 25 revised full papers presented were carefully reviewed and selected from 46 submissions. Among the topics addressed are virtual characters, distributed toolkits, serial visual presentation, multi-agent architectures, MAS, agent-object hybrid languages, robot soccer agents, distributed querying, semantic search engines, coordination, distributed collaboration, virtual communities, peer-to-peer networks, P2P systems, distributed search mobile objects, load balancing, distributed algorithms, scheduling, and distributed information systems.
