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Nota di contenuto	Title page; Preface; Programme Committee; Contents; Interfacing with Honeysuckle by Formal Contract; Groovy Parallel! A Return to the Spirit of occam?; On Issues of Constructing an Exception Handling Mechanism for CSP-Based Process-Oriented Concurrent Software; Automatic Handel-C Generation from MATLAB and Simulink for Motion Control with an FPGA; JCSP-Poison: Safe Termination of CSP Process Networks; jcsp.mobile: A Package Enabling Mobile Processes and Channels; CSP++: How Faithful to CSPm?; Fast Data Sharing within a Distributed, Multithreaded Control Framework for Robot Teams Improving TCP/IP Multicasting with Message SegmentationLazy Cellular Automata with Communicating Processes; A Unifying Theory of True

Concurrency Based on CSP and Lazy Observation; The Architecture of the Minimum intrusion Grid (MiG); Verification of JCSP Programs; Architecture Design Space Exploration for Streaming Applications through Timing Analysis; A Foreign-Function Interface Generator for occam-pi; Interfacing C and occam-pi; Interactive Computing with the Minimum intrusion Grid (MiG); High Level Modeling of Channel-Based Asynchronous Circuits Using Verilog
Mobile Barriers for occam-pi: Semantics, Implementation and Application
Exception Handling Mechanism in Communicating Threads for Java; R16: A New Transputer Design for FPGAs; Towards Strong Mobility in the Shared Source CLI; gCSP occam Code Generation for RMoX; Assessing Application Performance in Degraded Network Environments: An FPGA-Based Approach; Communication and Synchronization in the Cell Processor (Invited Talk); Homogeneous Multiprocessing for Consumer Electronics (Invited Talk); Handshake Technology: High Way to Low Power (Invited Talk)
If Concurrency in Software Is So Simple, Why Is It So Hard? (Invited Talk)
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Sommario/riassunto

Modern computing systems work when all components are correct by design and can be combined to achieve scalability. This publication offers refereed papers covering various aspects such as: system design and implementation; tools (concurrent programming languages, libraries, and run-time kernels); and, formal methods and applications.
