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| Disciplina | 004/.35 |
| Soggetti | Computer systems Compilers (Computer programs) Software engineering Computers, Special purpose Computer programming Computer science Computer System Implementation Compilers and Interpreters Software Engineering Special Purpose and Application-Based Systems Programming Techniques Theory of Computation |
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| Nota di contenuto | Stochastic Reasoning About Channel-Based Component Connectors -- Atomic Commit and Negotiation in Service Oriented Computing -- Synthesizing Concurrency Control Components from Process Algebraic Specifications -- Automated Evaluation of Coordination Approaches -- Choreography and Orchestration Conformance for System Design -- Workflow Patterns in Orc -- Evolution On-the-Fly with Paradigm -- Formalising Business Process Execution with Bigraphs and Reactive XML -- Enabling Ubiquitous Coordination Using Application Sessions -- A |

WSDL-Based Type System for WS-BPEL -- Managing Ad-Hoc Networks Through the Formal Specification of Service Requirements -- A Logical View of Choreography -- Using Lime to Support Replication for Availability in Mobile Ad Hoc Networks -- Coordinating Computation with Communication -- Distributed Workflow upon Linkable Coordination Artifacts -- Actors, Roles and Coordinators — A Coordination Model for Open Distributed and Embedded Systems -- Tuple Space Coordination Across Space and Time -- Compositional Semantics of an Actor-Based Language Using Constraint Automata.

Sommario/riassunto

This book constitutes the refereed proceedings of the 8th International Conference on Coordination Models and Languages, COORDINATION 2006, held in Bologna, Italy, June 2006. The 17 revised full papers presented were carefully reviewed and selected from 50 submissions. Among the topics addressed are component connectors, negotiation in service-oriented computing, process algebraic specification, workflow patterns, reactive XML, ubiquitous coordination, type systems, ad-hoc network coordination, choreography, communication coordination, and distributed embedded systems.
