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The WoTUG series of conferences are a major forum for the presentation of state-of-the-art ideas on concurrency and communication. This book continues this trend, with these proceedings containing a number of papers that discuss a wide range of issues fundamental to the future of concurrency.

This book combines papers from researchers and practitioners from many disciplines. Topics covered include: theory, such as development to Hoare's Communicating Sequential Processes; hardware and real-time systems; software architecture and design; and applications.
