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Nota di contenuto	Title page; Preface; Editorial Board; Reviewing Committee; Contents; Part A. Invited Speakers; Types, Orthogonality and Genericity: Some Tools for Communicating Process Architectures; How to Soar with CSP; Part B. Conference Papers; A CSP Model for Mobile Channels; Communicating Scala Objects; Combining EDF Scheduling with occam Using the Toc Programming Language; Communicating Haskell Processes: Composable Explicit Concurrency Using Monads; Two-Way Protocols for occam-pi; Prioritized Service Architecture: Refinement and Visual Design; Experiments in Translating CSP--B to Handel-C FPGA Based Control of a Production Cell SystemShared-Clock Methodology for Time-Triggered Multi-Cores; Transfer Request Broker: Resolving Input-Output Choice; Mechanical Verification of a Two-Way

Sliding Window Protocol; RRABP: Point-to-Point Communication over Unreliable Components; IC2IC: a Lightweight Serial Interconnect Channel for Multiprocessor Networks; Asynchronous Active Objects in Java; JCSPre: the Robot Edition to Control LEGO NXT Robots; A Critique of JCSP Networking; Virtual Machine Based Debugging for occam-pi; Process-Oriented Collective Operations
Representation and Implementation of CSP and VCR TracesCSPBuilder - CSP Based Scientific Workflow Modelling; Visual Process-Oriented Programming for Robotics; Solving the Santa Claus Problem: a Comparison of Various Concurrent Programming Techniques; Mobile Agents and Processes Using Communicating Process Architectures; YASS: a Scaleable Sensornet Simulator for Large Scale Experimentation; Modelling a Multi-Core Media Processor Using JCSP; Part C. Fringe Presentation Abstracts; How to Make a Process Invisible; Designing Animation Facilities for gCSP; Tock: One Year On
Introducing JCSP Networking 2.0 Mobile Processes in an Ant Simulation; Santa Claus - with Mobile Reindeer and Elves; Subject Index; Author Index

Sommario/riassunto

Communicating Process Architectures 2008 contains the proceedings of the thirty-first Communicating Process Architectures Conference (CPA 2008) organized under the auspices of WoTUG and the Department of Computer Science of the University of York. The aim of this book is to cover both theoretical aspects and industrial applications of Communicating Processes. Two invited speakers have given excellent contributions to this topic. Professor Samson Abramsky has worked in the areas of semantics and logic of computation, and concurrency. His work on game semantics considers interaction and informat
