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Descrizione fisica	1 online resource (XIV, 279 p. 83 illus.)
Collana	Programming and Software Engineering ; ; 9686
Disciplina	005.12
Soggetti	Software engineering Computer logic Computer programming Programming languages (Electronic computers) Algorithms Software Engineering Logics and Meanings of Programs Programming Techniques Programming Languages, Compilers, Interpreters Algorithm Analysis and Problem Complexity
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Multilevel Transitive and Intransitive Non-Interference, Causally -- A Game Interpretation of Retractable Contracts -- Where Do Your IoT Ingredients Come from? -- Tuple Spaces Implementations and Their Efficiency -- On-the-Fly Mean-field Model-Checking for Attribute-Based Coordination -- Scheduling Games for Concurrent Systems -- ParT: An Asynchronous Parallel Abstraction for Speculative Pipeline Computations -- Modelling Ambulance Deployment with CARMA -- On Synchronous and Asynchronous Compatibility of Communicating Components -- A Semantic Theory of the Internet of Things -- A Formal Analysis of the Global Sequence Protocol -- Improving Gossip

Dynamics through Overlapping Replicates -- From Modelling to Systematic Deployment of Distributed Active Objects -- An Interference-Free Programming Model for Network Objects -- On Sessions and Infinite Data -- On Dynamical Probabilities, or: How to Learn to Shoot Straight.

Sommario/riassunto

This book constitutes the proceedings of the 18th International Conference on Coordination Models and Languages, COORDINATION 2016, held in Heraklion, Crete, Greece, in June 2016, as part of the 11th International Federated Conference on Distributed Computing Techniques, DisCoTec 2016. The 16 full papers included in this volume were carefully reviewed and selected from 44 submissions. The papers cover a wide range of topics and techniques related to system coordination, including: programming and communication abstractions; communication protocols and behavioural types; actors and concurrent objects; tuple spaces; games, interfaces and contracts; information flow policies and dissemination techniques; and probabilistic models and formal verification.
