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	Soggetti	Computer communication systems
		Computer science
		Application software
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		Business—Data processing
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	Nota di contenuto	Tutorial -- The Web Operating System — WOS -- Keynote Speaker I -- Creating an Electronic Commerce Device Which Promotes Universal Access: The KALI Project -- AntWorld: A Collaborative Web Search Tool -- A Multimedia Session Manager Service for the Collaborative Browsing System -- Adaptive Portals with Wireless Components -- An Evaluation of Formalisms for Negotiations in E-commerce -- Building

Intensional Communities Using Shared Contexts -- DSM-Communities in the World-Wide Web -- A Resource Classification System for the WOS -- Intensional Markup Language -- Towards a Logical Basis for Modelling and Querying Multi-dimensional Databases -- Multidimensional XML -- Application Programming Interface for WOSP/WOSRP -- Message Chains and Disjunct Paths for Increasing Communication Performance in Large Networks -- Using Corba in the Web Operating System -- Keynote Speaker II -- Clusters, Servers, Thin Clients, and On-line Communities -- The GIPSY Architecture -- Multidimensional Lucid: Design, Semantics and Implementation -- Intensional High Performance Computing -- Java Mobile Agents Implementing On-line Algorithms to Improve the QoS of a 3D Distributed Virtual Environment -- IDEAL: An Integrated Distributed Environment for Asynchronous Learning -- Design and Implementation of a Distributed Agent Delivery System.

| Sommario/riassunto | Communities are groupings of distributed objects that are capable of com- nicating, directly or indirectly, through the medium of a shared context. To support communities on a wide scale will require developments at all levels of computing, from low-level communication protocols supporting transparent - cess to mobile objects, through to distributed operating systems, through to high-level programming models allowing complex interaction between objects. This workshop brought together researchers interested in the technical issues of supporting communities. This workshop was the third in the DCW series. The ?rst two, entitled D- tributed Computing on the Web, took place in 1998 and 1999 at the University of Rostock, with proceedings published by the University of Rostock Press. This year, the workshop also incorporated the ISLIP (International Symposium on Languages for Intensional Programming) symposium. The ISLIP symposia have taken place every year since 1988, and have led to two volumes published by World-Scienti?c (Intensional Programming I, 1995, and Intensional Progr- ming II, 2000). While the two conferences emerged from di?erent needs, their focus merged to such an extent that it became clear that a joint conference promised to o?er great opportunities. |