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| Soggetti | Computer systems Computer networks Software engineering Computer programming Operating systems (Computers) Computers, Special purpose Computer System Implementation Computer Communication Networks Software Engineering Programming Techniques Operating Systems Special Purpose and Application-Based Systems |
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| Nota di contenuto | Invited Talk 1 -- Distributed Algorithms for Systems of Autonomous Mobile Robots -- Invited Talk 2 -- Real-Time Issues in Mobile Wireless Networks -- Session 1: Nonblocking Synchronization -- A Lazy Concurrent List-Based Set Algorithm -- Efficiently Implementing a Large Number of LL/SC Objects -- Can Memory Be Used Adaptively by Uniform Algorithms? -- Randomized Wait-Free Consensus Using an Atomicity Assumption -- Session 2: Fault-Tolerant Broadcast and Consensus -- Optimal Randomized Fair Exchange with Secret Shared |

Coins -- Two Abstractions for Implementing Atomic Objects in Dynamic Systems -- Parsimonious Asynchronous Byzantine-Fault-Tolerant Atomic Broadcast -- Session 3: Self-stabilizing Systems -- Self-stabilizing Population Protocols -- A Self-stabilizing Link-Coloring Protocol Resilient to Unbounded Byzantine Faults in Arbitrary Networks -- Timed Virtual Stationary Automata for Mobile Networks -- Asynchronous and Fully Self-stabilizing Time-Adaptive Majority Consensus -- Session 4: Peer-to-Peer Systems and Collaborative Environments -- Stable Predicate Detection in Dynamic Systems -- MTcast: Robust and Efficient P2P-Based Video Delivery for Heterogeneous Users -- Towards a Theory of Self-organization -- Node Discovery in Networks -- Session 5: Sensor Networks and Mobile Computing -- Optimal Clock Synchronization Under Energy Constraints in Wireless Ad-Hoc Networks -- Half-Space Proximal: A New Local Test for Extracting a Bounded Dilation Spanner of a Unit Disk Graph -- A State-Based Model of Sensor Protocols -- Session 6: Security and Verification -- Approximation Bounds for Black Hole Search Problems -- Revising UNITY Programs: Possibilities and Limitations -- Session 7: Real-Time Systems -- The Partitioned, Static-Priority Scheduling of Sporadic Real-Time Tasks with Constrained Deadlines on Multiprocessor Platforms -- New Schedulability Tests for Real-Time Task Sets Scheduled by Deadline Monotonic on Multiprocessors -- Static-Priority Scheduling of Sporadic Messages on a Wireless Channel -- Implementing Reliable Distributed Real-Time Systems with the ?-Model -- Session 8: Peer-to-Peer Systems -- Reconfigurable Distributed Storage for Dynamic Networks -- Skip B-Trees -- Bounding Communication Cost in Dynamic Load Balancing of Distributed Hash Tables -- Session 9: Sensor Networks and Mobile Computing -- On the Power of Anonymous One-Way Communication -- Quality-Aware Resource Management for Wireless Sensor Networks -- Topology Control with Limited Geometric Information.
