

1. Record Nr.	UNISA996466434503316
Titolo	Programming with Actors [[electronic resource]] : State-of-the-Art and Research Perspectives // edited by Alessandro Ricci, Philipp Haller
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2018
ISBN	3-030-00302-7
Edizione	[1st ed. 2018.]
Descrizione fisica	1 online resource (IX, 245 p. 86 illus.)
Collana	Programming and Software Engineering ; ; 10789
Disciplina	005.275
Soggetti	Computer programming Software engineering Special purpose computers Architecture, Computer Programming languages (Electronic computers) Programming Techniques Software Engineering Special Purpose and Application-Based Systems Computer System Implementation Programming Languages, Compilers, Interpreters
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Web Programming - Parallel and Distributed Web Programming with Actors -- Data-intensive Parallel Programming - OpenCL Actors - Adding Data Parallelism to Actor-based Programming with CAF -- Mobile Computing - AmbientJS: A Mobile Cross-platform Actor Library for Multi-networked Mobile Applications -- Self-Organizing Systems - Programming Actor-based Collective Adaptive Systems -- Scheduling - Pluggable Scheduling for the Reactor Programming Model -- Debugging - A Study of Concurrency Bugs and Advanced Development Support for Actor-based Programs -- Communication and Coordination - A Model for Separating Communication Concerns of Concurrent Systems -- Monitoring - A Homogeneous Actor-Based Monitor Language for Adaptive Behavior. .

Sommario/riassunto

The set of papers collected in this issue originated from the AGERE! Workshop series - the last edition was held in 2017 - and concern the application of actor-based approaches to mainstream application domains and the discussion of related issues. The issue is divided into two parts. The first part concerns Web Programming; Data-Intensive Parallel Programming; Mobile Computing; Self-Organizing Systems and the second part concerns Scheduling; Debugging; Communication and Coordination; Monitoring.
