Coordination Models and Languages for Agents

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Outline

Motivation and background

Part 1: An introduction to coordination languages
  • Coordination programming with Linda
  • The tuple space coordination model
  • Implementation issues and tools

Part 2: Coordination models (semantics & language design)
  • Coordination models based on multiset rewriting
  • Coordination models based on multiple tuple spaces
  • Coordination models for mobility

Part 3: Coordination languages
  • Coordination languages and declarative programming
  • Object oriented coordination languages
  • Coordination languages for mobile agents

Part 4: Multiagent applications based on coordination
  • A game-playing program as a multiagent system
  • Agent based groupware and workflow
  • Coordination technology for WWW agents

Main reference sources:
- Proc. of Int. Conf. on Coordination Languages, LNCS 1061/1282/1561
- Proc. 30th, 31st and 32nd HICSS Conferences, Minitrack on Coordination
- Proc. IEEE WETICE 1996-99, Tracks on Coordination
- Special Issues in TCS, SCP, Parallel Computing, and ACM TOSEM
- Book: Coordination Programming, Imperial College Press 1996

These slides: