

Advanced Distributed Systems

Third International School and Symposium, ISSADS 2004, Guadalajara, Mexico, January 24-30, 2004, Revised Papers

This volume contains the accepted papers from the 3rd International School and Symposium on Advanced Distributed Systems held in Guadalajara, Mexico, January 24-30, 2004. This event was organized by the teams made up of members of CINVESTAV Guadalajara, CUCEI, the Computer Science Department of the Centre of Research and Advances Studies at the CUCEA campus of the University of Guadalajara, Mexico, the University of Rostock, Germany and ITESO, Guadalajara. The ISSADS symposium provides a forum for scientists and people from industry to discuss the progress of applications and theory of distributed systems. This year there were over 300 participants from 3 continents, among which about 20 percent came from industry.

The conference program consisted of 25 accepted papers out of 46 submissions and covered several aspects of distributed systems from hardware and system level up to different applications. These papers were selected by a peer review process, in which each paper was evaluated by at least three members of the international program committee. In addition, the three invited speakers, Adolfo Guzman Arenas, Yakup Parker and Joaquin Vila, presented interesting overviews to current development and research directions in distributed systems. Furthermore, eight tutorials and four industrial forums from IBM, INTEL, HP and SUN enabled the participants to extend their knowledge in selected areas. A panel, which was organized by a team composed of researchers from the Universidad de Guadalajara and focused on traffic control and simulation, also demonstrated the practical application of recent research in distributed systems to the problems of Guadalajara.

International School and Symposium on Advanced Distributed Systems.- Myths, Beliefs and Superstitions about the Quality of Software and of Its Teaching.- Enhancing a Telerobotics Java Tool with Augmented Reality.- VIBES: Bringing Autonomy to Virtual Characters.- An Overview of the Virtuosi Toolkit.- Assessing the Impact of Rapid Serial Visual Presentation (RSVP): A Reading Technique.- An Open Multiagent Architecture to Improve Reliability and Adaptability of Systems.- Toward a Generic MAS Test Bed.- State Controlled Execution for Agent-Object Hybrid Languages.- Cognitive Agents and Paraconsistent Logic.- A Multiagent Infrastructure for Self-organized Physical Embodied Systems: An Application to Wireless Communication Management.- Tlachtli*: A Framework for Soccer Agents Based on GeDa-3D.- Evaluating Location Dependent Queries Using ISLANDS.- Conceptual Information Retrieval.- Semantic Search Engines.- The Internal-Local-Remote Dependency Model for Generic Coordination in Distributed Collaboration Sessions.- About the Value of Virtual Communities in P2P Networks.- Search in Communities: An Approach Derived from the Physic Analogue of Thermal Fields.- A Component-Based Design Approach for Collaborative Distributed Systems.- Architecture for Locating Mobile CORBA Objects in Wireless Mobile Environment.- Integration of Load Balancing into a Parallel Evolutionary Algorithm.- Random Distributed Self-stabilizing Structures Maintenance.- A New On-Line Scheduling Algorithm for Distributed Real-Time System.- Facing Combinatory Explosion in NAC Networks.- Multiple Correspondences and Log-linear Adjustment in E-commerce.- A Distributed Digital Text Accessing and Acquisition System.



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