

AGERE! @ SPLASH 2014

4th International Workshop on Programming based on
Actors, Agents, and Decentralized Control

BRAINSTORMING & CLOSING REMARKS



Oct 20, 2014
Portland, Oregon - US

PROTOCOLS

- Are point to point msg protocols (and related theories) effective when we have to deal with complex systems (e.g. with open set of actors, large number of actors, etc)?
- Do we need to shift from micro-level msg protocols (e.g. session types) to more *macro-level, social* description?
 - ▶ Ideas from Multi-Agent Systems
 - ▶ putting more semantics about the communication language (e.g. Agent Communication Languages)
 - ▶ Commitments (M. Singh)

DESIGN & PROGRAMMING GUIDELINES

- How to think about, design, develop programs using actors, agents, BP? What guidelines?
- Actors appear a technology mature enough for thinking about proper *textbooks*
 - ▶ *programming with actors, patterns, guidelines*
 - ▶ useful in spite of specific languages/
technologies

FROM DISTRIBUTED & MOBILE SYSTEMS TO..

- ...the cloud => Actors in the cloud
- ...the physical world => Actors in the IoT

BENCHMARKS

- From performance benchmarks to “abstraction” benchmarks
 - ▶ how to evaluate the abstraction level that a language provides, what case studies

CLOSING REMARKS

- Deadlines for ACM DL
 - ▶ October 31 for refined version (12 pages)
- Special Issue organization
 - ▶ contacts still ongoing, more details soon
- Next AGERE!
 - ▶ who is interested, mail to: a.ricci@unibo.it