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 word => 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