CPA2005

Communicating Process Architectures

SEPTEMBER 18-21, 2005 – EINDHOVEN, THE NETHERLANDS

Communicating Process Architectures addresses many of the key issues in modern computer science and practice. In broad terms, the conference themes will concern concurrency - at all levels of software and hardware granularity. The goal of the conference is to stimulate discussion and ideas as to the role concurrency will play in the future generation of scalable computer infrastructure and applications - where scaling means the ability to ramp up functionality (i.e. stay in control as complexity increases) as well as physical metrics (such as performance). Traditionally, concurrency has been taught and considered and experienced as an advanced and difficult topic. The thesis underlying this conference is that this tradition is wrong. The natural world operates through the continuous interaction of massive numbers of autonomous agents at all levels of granularity (astronomic, human, sub-atomic). If modern computer science finds concurrency hard, then it is probably not doing it right! It is time for concurrency to mature into a simple discipline that can be used everyday to simplify the way in which we do computing, as well as enhance the performance of what we build, by means of a process-oriented approach to system abstraction and design, in which concurrency is natural and normal. Concurrency is all too often neglected in the engineering of software and a premise underlying this conference is that it should not be neglected in either tuition or use, and need not be difficult, given the right model. Concurrency forms a vital part of the natural abstraction of the world around us, where autonomous agents continually interact at all levels of granularity. It is simply too important to ignore. The WoTUG forum aims to continue the successful series of yearly conferences, this one, the CPA 2005, being the sixth under the name of CPA, and the 28th in the series of WoTUG conferences.

Keynote Presentations by

Ad Peeters (Handshake Solutions)

Handshake Technology: High Way to Low Power

H. Peter Hofstee (IBM)

Communication and Synchronization in the Cell Processor

Guy Broadfoot (Verum)

If Concurrency in Software is So Simple, Why is it So Hard?

Paul Stravers (Philips Research Laboratories)

Homogeneous Multiprocessing for Consumer Electronics

More information

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