

3rd Interaction and Concurrency Experience

ICE'10: Guaranteed Interactions

Satellite workshop of DisCoTec 2010

10th of June 2010, Amsterdam, The Netherlands

<http://www.artist-embedded.org/artist/-ICE-10-.html>

Important Dates

Abstract submission: ~~22 March 2010~~ **29 March 2010**
Full paper submission: ~~29 March 2010~~ **05 April 2010 (hard)**
Interactive reviews: 06-28 April 2010
Notification to authors: 30 April 2010

Highlights

Travel grants for students
Innovative selection procedure

Invited talks

[Tom A. Henzinger](#) (IST, Austria) and [Joost-Pieter Katoen](#) (RWTH Aachen University, Germany)

Scope

Interaction and Concurrency Experiences (ICEs) is a series of international scientific meetings oriented to theoretical computer science researchers with special interest in models, verification, tools and programming primitives for complex interactions. The general scope is to include theoretical and applied aspects of interactions and the synchronization mechanisms used among actors of concurrent/distributed systems, but every experience will focus on a different specific topic which affects several areas of computer science.

The theme of ICE'10 is **Guaranteed Interactions**, like guaranteeing safety, responsiveness, quality of service levels or satisfaction of analysis hypotheses. In this context, coordination can be viewed as imposing constraints on the interaction among the actors. Such constraints and guarantees of their satisfaction play an important role in the analysis of distributed systems. In order to provide such guarantees, a number of directions are being explored to develop appropriate models, methodologies and tools, like behavioural types, component-based model checking, assume-guarantee and “by construction” techniques such as glue synthesis. Considering interaction as a first class entity is crucial for overcoming complexity issues of distributed systems, such as state space explosion.

Topics of interest include, but shall not be limited to:

- logic and types for interactions
- concurrent models and semantics
- techniques and tools for specification, analysis, verification of guaranteed interaction
- programming primitives for interactions
- languages, protocols and mechanisms for sound coordination
- “by construction” guarantees for interaction
- expressiveness results
- formal contract languages
- disciplined interactions inspired by emerging computational models (systems biology, quantum computing, etc.)

Selection Procedure

The workshop proposes an innovative paper selection mechanism based on an interactive discussion amongst authors and PC members. As witnessed by the past two editions of ICE, this considerably improves the accuracy of the feedback from reviews, the fairness of the selection, the quality of accepted papers, and the discussion during the workshop.

During the review phase, each submitted paper is published on a Wiki and associated with a discussion forum whose access will be restricted to the authors and to all the PC members not in conflict of interests. The PC members post comments / questions which the authors shall reply to.

The Public Wiki

After the notification, the accepted papers will be published on a public forum, the rationale being to initiate public discussions that will trigger and stimulate the scientific debate of the workshop. We argue that this will drive the workshop discussions and let perspective participants to interact with each other well in advance with respect to the modus operandi of more traditional events.

Submission Guidelines

Papers must report previously unpublished work and not be simultaneously submitted to other conferences / workshops with refereed proceedings. The ICE'10 post-proceeding will be published in *Electronic Proceedings in Theoretical Computer Science*. Submissions must be made electronically in PDF format via *EasyChair* and should not exceed **15 pages with EPTCS style**. Accepted papers must be presented at the workshop by one of the authors.

ICEcreamers

Simon Bliudze (CEA LIST, France; co-chair)
Roberto Bruni (Univ. of Pisa, Italy; co-chair)
Davide Grohmann (Univ. of Udine; website and wiki forum)
Alexandra Silva (CWI, Netherlands; local arrangements)

Contact

ice2010@di.unipi.it

Program Committee

Paolo Baldan (Univ. of Padova); Ananda Basu (Verimag); Karthik Bhargavan (INRIA); Simon Bliudze (CEA LIST, *co-chair*); Andrea Bracciali (CNR); Roberto Bruni (Univ. of Pisa, *co-chair*); Pierre-Malo Deniérou (Imperial College London); Erik de Vink (Technische Universiteit Eindhoven); Laurent Doyen (ENS Cachan); Carlo Furia (ETH Zurich); Fabio Gadducci (Univ. of Pisa); Julian Gutierrez (Univ. of Edinburgh); Thomas Hildebrandt (IT Univ. of Copenhagen); Daniel Hirschhoff (ENS Lyon); Barbara Jobstmann (CNRS/Verimag); Ivan Lanese (Univ. of Bologna); Alberto Lluch Lafuente (IMT Lucca); Hernan Melgratti (Univ. of Buenos Aires); Madhavan Mukund (Chennai Mathematical Institute); Dejan Nickovic (IST); Sophie Quinton (Verimag); Alexandra Silva (CWI); Pawel Sobocinski (Univ. of Southampton); Ana Sokolova (Univ. of Salzburg); Paola Spoletini (Univ. of Insubria); Emilio Tuosto (Univ. of Leicester); Hugo Torres Vieira (New University of Lisbon).

Sponsors

CEA LIST (<http://www-list.cea.fr>)

ArtistDesign network of excellence (<http://www.artist-embedded.org>)

Institute for Programming research and Algorithmics (<http://www2.win.tue.nl/ipa>)