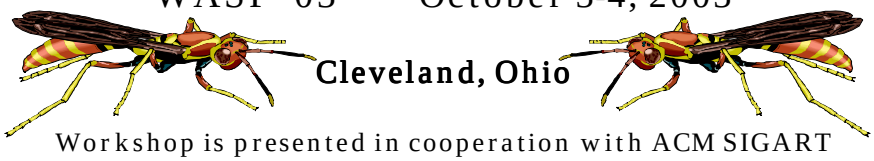
Workshop on Agent Swarm Programming

WASP '03 October 3-4, 2003



Workshop is presented in cooperation with ACM SIGART

Call for Papers and Participation

http://www.jcu.edu/math/wasp03.htm

Types of Submissions Requested:

1) Research Papers -- Completed papers/Reports on work in progress
2) Software Demonstration Proposals

Formats (Word or PDF preferred):

1) Full papers (10 pages max.) or extended abstracts (1500 – 2000 words)
2) Software Demonstration Proposals (2 page description + screen shots
include execution platform and system requirements)

At WASP '03, scientists and programmers applying swarm techniques and emergent behavior to a wide variety of problems will get the opportunity to share their research, knowledge and experience. This workshop is intended to provide a forum for both sharing and investigating recent swarm programming developments. The workshop will include a live human swarm research experiment as well as the opportunity to have hands on experience using various swarm software. It is expected that there will be aspects of the workshop designed for people interested but not experienced in swarm programming.

Papers will be published in the workshop proceedings and, at the option of the author(s), included in ACM's digital library.

General Co-Organizers:

Dr. Marc Kirschenbaum, John Carroll University, Cleveland, Ohio
Dr. Dan Palmer, John Carroll University, Cleveland, Ohio

Deadlines:

Full paper submission: July 11, 2003
Notification of Acceptance: July 31, 2003
Camera-ready Manuscript: August 22, 2003

Papers and Correspondence should be sent to:
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Fax: 216-397-3033
Email: kirsch@jcu.edu put WASP03 in subject

Topics of interest include but are not restricted to:

Language support for swarm programming
Swarm-based applications (Swarm, Breve etc.)
Swarm simulations software
User–swarm interface (swarm commands)
Agent programming/swarm behavior linkage
Novel approaches to swarm realization
Cooperative computation
Decentralized algorithms
Multi-agent software
Swarm based solutions to canonical problems
Network based multi-agent routing algorithms
Other related topics