

W21 – SCW Spatial Computing Workshop Program

WELCOME

09:10 Introduction

SESSION 1: Language

09:20 Jacob Beal, Kyle Usbeck and Brian Krisler
Lightweight Simulation Scripting with Proto

09:50 Antoine Spicher, Olivier Michel and Jean-Louis Giavitto
Arbitrary Nesting of Spatial Computations

10:20 Coffee Break

10:50 Luidnel Maignan and Jean-Baptiste Yunès
Recursivity in Field-Based Programming: the Firing Squad Example

SESSION 2: APPLICATIONS I

11:20 Steffan Karger, Agostino Di Figlia, Maurice Bos, Andrei Pruteanu and Stefan
Dulman
Spatial computing for non-IT specialists

11:50 Jean Bresson
Spatial Structures Programming for Music

12:20 *Demonstration 1*

13:00 LUNCH BREAK

SESSION 3 : DISTRIBUTED SYSTEMS

14:30 Matt Duckham
Decentralized spatial algorithm design

15:00 Mirko Viroli and Graeme Stevenson
On the Space-time Situation of Pervasive Service Ecosystems

SESSION 4: APPLICATION II

15:30 Jose-David Fernandez, René Doursat and Francisco J. Vico
Evolution of Controller-Free Molecular Motors from Spatial Constraints

16:00 Coffee Break

16:30 Ulrik Schultz
Towards a Robust Spatial Computing Language for Modular Robots

17:00 *Demonstration 2*

17:45 ADJOURN