The development of many new distributed systems and enterprise applications is based on the object-oriented (or object-based) paradigm. The object-oriented programming technique, with its modularity, flexibility and reusability features, can be exploited for addressing system reliability and complexity issues. This workshop will focus on various object-oriented technologies, models and tools that facilitate the design and implementation of predictably reliable and flexible distributed applications. Major topics of interest include, object-oriented and reliability-explicit development processes, adaptive and evolving architectures for large-scale distributed applications, reliable distributed objects and components, object-oriented approaches to fault tolerance and measures for reliability prediction.

WOODS2000 is one of two SRDS workshops. It includes a more focused examination of specific problems in building reliable distributed systems, especially in using the object-oriented technique to address reliability, complexity and scalability issues. The workshop will provide a forum for academic researchers and industry experts to tackle the existing problems, and to shape the future directions.

Workshop Chair

Jie Xu — Dept. of Computer Science, University of Durham

Workshop Program Committee

Paul Ezhilchelvan University of Newcastle upon Tyne, UK
Marc-Olivier Killijian LAAS-CNRS, France
Kane Kim University of California at Irvine, USA
Istvan Majzik University of Budapest, Hungary
Aditya Mathur Purdue University, USA
Yi-Min Wang Microsoft Research, USA
Shalini Yajnik Bell Labs, Lucent, USA