The Programming Model

- Communication is a fundamental and integral part of computing, whether between different computers on a network, or between components within a single computer.

- Robin Milner’s view: Programs are built from communicating parts, rather than adding communication as an extra level of activity.

Programs proceed by means of communication.
Evolving System II

Node deleted
Evolving System III

Node divided

D1 → D2
A → B
C

Node divided
Evolving System IV

Link moved - mobility
Mobility

- Links can both die and be created. One can model movement of links between components.
- It is also possible to model the movement of components themselves.
- A computing agent may move in a physical space.

Mobility of whatever kind is important in modern computing.