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 I

Evolving System II

Node deleted
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.