

ARTES Travel Report:
17th International Parallel & Distributed Processing Symposium
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Nice in Nice

The 17th International Parallel & Distributed Processing Symposium (IPDPS) took place in Nice 22 – 26 April 2003. Nice is located at the French Riviera, a fabulous place for a frozen Swedish Ph.D. student just thawing out after a long cold winter. I went there together with some friends, also Ph.D. students at Mälardalen University (see figure 1), to learn more about my research area and to gain insight into the world of research and researchers.



Figure 1: The “gang” at the French Riviera at nighttime

The Conference

The conference was located at Acropolis Convention Centre (see figure 2), in the centre of Nice. INRIA, CNRS and the University of Nice hosted the conference; INRIA is the French Institute for research & development in information, communication, science and technology, CNRS sponsors research in high performance computing and networking and connects over 80 research groups in France that operates in cooperation with the University of Nice.



Figure 2: Acropolis Convention Centre

The conference main topic was a bit vague; it was rather a scattered symposium gathering interesting subjects in the area of parallel and distributed processing, than focused to one specific area of research. However, it was very interesting and I found

some attention grabbing presentations and interesting articles that can turn out to be useful in my work in the HEAVE project.

The first day of the conference was devoted to different workshops, so the main conference started on the second day, i.e. April 23rd. Some of the workshops, e.g. the Workshop on Parallel and Distributed Real-Time Systems (WPDRTS), continued for a couple of days. The WPDRTS workshop, catching a lot of my attention during the first three days, contained a lot of invited researchers from academia as well as from industry. In my opinion, this workshop was the most interesting part of IPDPS'03.

The Presentations

As a novice in the area of researching, one of the most important reasons for me to take part in IPDPS'03 was to learn more about the procedures at a conference, e.g. how to give a good talk. Therefore I went to quiet some presentations, some of them interesting and attentions grabbing and some of them just the opposite.

There were some presentations, which I easily can relate to my own research, that were particularly interesting. There were some sessions during the workshop on parallel and distributed real-time systems (WPDRTS) that were very interesting, e.g. a session about real-time applications. This workshop also contained keynote speeches that were very interesting, e.g. industrial researchers talking about their experience when designing distributed real-time systems.

Beside the WPDRTS workshop, I went to some interesting presentations during the ordinary conference, e.g. the presentation made by Dr. Thane from MdH about Replay Debugging of Real-Time Systems Using Time Machines.

Conclusion

I feel that I have learned a lot from the IPDPS'03 conference, not so much from the details of the presented papers, but rather from the conference as a whole. It gave some insights to what issues are currently important in real-time research, and it provided some interesting ideas for my future work.