Interfacing with honeysuckle by formal contract

Groovy parallel! : a return to the spirit of occam?

On issues of constructing an exception handling mechanism for CSP-based process-oriented concurrent software

Automatic handel-C generation from MATLAB and simulink for motion control with an FPGA

JCSP-poison : safe termination of CSP process networks

jcsp.mobile : a package enabling mobile processes and channels

CSP++ : how faithful to CSPm?

Fast data sharing within a distributed, multithreaded control framework for robot teams

Improving TCP/IP multicasting with message segmentation

Lazy cellular automata with communicating processes

A unifying theory of true concurrency based on CSP and lazy observation

The architecture of the minimum intrusion grid (MiG)

Verification of JCSP programs

Architecture design space exploration for streaming applications through timing analysis

A foreign-function interface generator for occam-pi

Interfacing C and occam-pi

Interactive computing with the minimum intrusion grid (MiG)

High level modeling of channel-based asynchronous circuits using verilog

Mobile barriers for occam-pi : semantics, implementation and application

Exception handling mechanism in communicating threads for Java

R16 : a new transputer design for FPGAs

Towards strong mobility in the shared source CLI

gCSP occam code generation for RMoX

Assessing application performance in degraded network environments : an FPGA-based approach

Communication and synchronization in the cell processor

Homogeneous multiprocessing for consumer electronics

Handshake technology : high way to low power

If concurrency in software is so simple, why is it so hard?

Table of Contents provided by Blackwell's Book Services and R.R. Bowker. Used with permission.