The 2010 Edsger W. Dijkstra Prize in Distributed Computing

Consensus (Session la)
The Power of Abstraction (Invited Lecture Abstract)
Fast Asynchronous Consensus with Optimal Resilience
Transactions (Session lb)
Transactions as the Foundation of a Memory Consistency Model
The Cost of Privatization
A Scalable Lock-Free Universal Construction with Best Effort Transactional Hardware

Window-Based Greedy Contention Management for Transactional Memory
Shared Memory Services and Concurrency (Session 1c)
Scalable Flat-Combining Based Synchronous Queues
Fast Randomized Test-and-Set and Renaming
Concurrent Computing and Shellable Complexes

Hybrid Time-Based Transactional Memory
Quasi-Linearizability: Relaxed Consistency for Improved Concurrency
Fast Local-Spin Abortable Mutual Exclusion with Bounded Space

Wireless Networks (Session 1e)
What Is the Use of Collision Detection (in Wireless Networks)?
Deploying Wireless Networks with Beeps
Distributed Contention Resolution in Wireless Networks
A Jamming-Resistant MAC Protocol for Multi-Hop Wireless Networks

Simple Gradecast Based Algorithms
Decentralized Network Bandwidth Prediction
Synchronous Las Vegas URMT iff Asynchronous Monte Carlo URMT

Best Student Paper (Session 2a)
Foundations of Speculative Distributed Computing (Invited Lecture Extended Abstract)
Anonymous Asynchronous Systems: The Case of Failure Detectors

Consensus and Leader Election (Session 2b)
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Scalable Quantum Consensus for Crash Failures
How Much Memory Is Needed for Leader Election
Leader Election Problem versus Pattern Formation Problem

Mobile Agents (Session 2c)
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Almost Optimal Asynchronous Rendezvous in Infinite Multidimensional Grids
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Drawing Maps with Advice

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