DFG SPP 1183 Organic Computing
10th Colloquium, Feb. 22-23, 2010
Preliminary Agenda

Internal Workshops **Monday, February 22, 2010**	
08:00 h	Registration
08:30 h	Opening and Welcome
08:40 h	Workshop *Architecture and Tools* (Theo Ungerer, University of Augsburg)
10:40 h	Coffee Break
11:00 h	Working Groups
12:00 h	Lunch Break
13:30 h	Workshop *Applications* (Wolfgang Reif, University of Augsburg)
15:30 h	Coffee Break
16:00 h	Discussion in plenum

Public Workshop on Organic Computing **Tuesday, February 23, 2010**	
08:00 h	Registration
09:00 h	Opening and Welcome
09:15 h	Organic Computing – Status and Outlook (Hartmut Schmeck, Karlsruhe Institute of Technology)
10:00 h	Coffee Break & Poster Session
11:00 h	*Session I* • 11:00 – 11:30 Applications for Self-Organisation in Collaborative Sensor Networks (Michael Beigl, Technische Universität Braunschweig) • 11:30 – 12:00 Report on the DFG Research Unit 1085, OC-Trust: Trustworthy Organic Computing Systems (Wolfgang Reif, University of Augsburg)
12:00 h	Lunch Break
13:30 h	*Session II* • 13:30 – 14:30 Evolution, Self-Organisation and Communication - Some Methodological Remarks on Central Metaphors in Organic Computing (Mathias Gutmann, Karlsruhe Institute of Technology)
14:30 h	Coffee Break
14:45 h	*Session III* • 14:45 – 15:15 Image Understanding with Organic Computing (Rolf Würtz, Ruhr-Universität Bochum) • 15:15 – 15:45 Self-Organizing Search in the Web of Things (Kay Römer, University of Luebeck) • 15:45 – 16:15 What can Organic Computing Learn From MultiAgent Systems? (Christian Müller-Schloer, Leibniz Universität Hannover)
16:15 h	Concluding Remarks

OC workshop architecture and tools

Monday, February 22, 2010

Agenda

08:00 – 08:30	Registration
08:30 – 08:40	Opening and Welcome
Session 1 Architectures and Tools	
08:40 – 08:50	ORCA-Architektur (Erik Maehle)
08:55 – 09:05	OCμ Architecture (Michael Roth)
09:10 – 09:20	Demonstrating the Implementation of an Artificial Hormone System (Alexander von Renteln)
09:25 – 09:35	Software-defined Radio in an Architecture for Organic Computing (Stephan Sigg)
Session2: Performance Analysis and Learning	
09:45 – 09:55	Embedded Performance Analysis for Organic Computing (EPOC) (Steffen Stein)
10:00 – 10:10	Learning Architectures for Collaborative Systems (Nugroho Fredivianus)
10:15 – 10:25	Game Theory and Reinforcement Learning to develop Organic Distributed Systems (Tobias Ziermann)
10:30 – 10:40	XCS-based Design- and Run-Time Learning (Andreas Bernauer)
10:40 – 11:00	Coffee Break
11:00 – 12:00	2-3 Working Groups