

Preface

This is the third book on high-level ideology, model, and technology for solving tasks in large distributed networked systems by active scenarios navigating and matching them in parallel. The other two being *Mobile Processing in Distributed and Open Environments* (1999) and *Ruling Distributed Dynamic Worlds* (2005), both from John Wiley & Sons.

The naturally arising question: What changed from the time of previous publications, and why this new book may be needed now? At least five reasons can be named.

Reason 1. Changed is the world as a whole, with its dynamics grown enormously for the last decade, lavishly fed by numerous conflicts and crises including international terrorism, ethnic, religious and military conflicts, endless floods of refugees, economy collapses too. To withstand this dynamics, much updated and even completely different views on the problems and their solutions are needed, in the area of information and control models and technologies too.

Reason 2. After the second book's publication, the developed ideology, methodology and technology were severely tested at many world events, both civil and military, to evaluate their potentials for solving hard practical tasks in distributed dynamic systems. And the proposed approach pretty much survived and was of real interest to different audiences. The feedback and experience gained helped to improve the technology and especially its core language in comparison with the previous book publications.

Reason 3. The participation in different world events with very different topics and very dissimilar audiences helped to witness uniformity of basic system principles in all areas. And this encouraged an attempt to link our work with some fundamental concepts like General System Theory, System Dynamics, Gestalt Psychology, also new trends like Memetics and Human Terrain; stimulating in this respect was our presentation at Gestalt Psychology Congress in Germany. It became clear that moving to higher system levels can often drastically improve solutions at lower levels too.

Reason 4. The previous technology versions were prototyped using special software communication channels between computers. But the current version can

use any existing media communications, and can be easily installed in popular electronic devices which, communicating under the spreading spatial scenarios can help to solve different social problems within or without any borders.

Reason 5. Many conference and journal publications appeared during the last decade in relation to this technology and applications. It would be useful to collect at least most important of them and present in extended and improved form within a single volume like a book.

The mentioned above, altogether, have inspired the author to prepare this book in hope it can be useful and enjoyable by readers. Wishing them luck in digesting this material, with readiness to provide any additional consultation and information.

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