

## Tutorials at the International Conference on Distributed and Event-based Systems (DEBS 2024)

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### Tutorials at the International Conference on Distributed and Event-based Systems (DEBS 2024)

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#### **Abstract**

This paper introduces the 4 tutorials that were organized at the International Conference on Distributed and Event-based Systems (DEBS 2024).

#### **Keywords**

Tutorials, DEBS, Overview

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#### 1 Overview

The tutorial track of the International Conference on Distributed and Event-based Systems (DEBS 2024) organized three tutorials (two full-day tutorials and one half-day tutorials), with organizers from three unique institutions. The tutorial program consists of a balanced mix of academic and industry organizers and full- and half-day tutorials. The tutorials were organized during the first and last day of the DEBS 2024 conference.

The following tutorial was organized on the 25th of June:

- Tutorial 1: Putting the S back into IoT Tutorial on Sensor and Actor Systems in Small Portable Ad-Hoc Networks
  - Format: Full-day tutorial
  - Organizers: Academic

The following two tutorials were organized on the 28th of June

- Tutorial 3: Durable Execution with Restate
  - Format: Half-day tutorial
  - Organizers: Industry
- Tutorial 4: NebulaStream: Data Management for the Internet of Things
  - Format: Full-day tutorial
  - Organizers: Academic

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Figure 1: Word cloud extracted from the tutorial papers.

#### 2 Covered topics

The tutorials cover a wide range of topics and applications related to distributed and event-based computing. Figure 1 depicts the word cloud extracted from the tutorial papers. *Systems* is the most reoccurring topic across all tutorials. Each tutorial builds around a specific distributed or event-based system. The tutorials detail how the discussed system is able to solve specific problems the community is facing, as well as how the system can be used in a variety of scenarios. The discussed system are: Node-RED<sup>1</sup>, Restate<sup>2</sup> and NebulaStream<sup>3</sup>. Other reoccurring topics across the tutorials consist of:

- Stream Processing
- Data Management
- Application Development
- Internet of Things
- Edge computing
- Cloud computing

#### 3 Proceedings Organization

The companion proceedings include for each tutorial a short foreword by the organizers, followed by the accepted tutorial papers.

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<sup>1</sup>https://nodered.org/

<sup>2</sup>https://restate.dev/

<sup>&</sup>lt;sup>3</sup>https://nebula.stream/