

	Speaker/Activity	Talk Title
Monday		
07:30 - 08:45	BREAKFAST	
09:00 - 09:15	Welcome & Introductions	
09:15 - 09:50	Michael Scott	System and Failure Models Matter
09:50 - 10:20	Jeehoon Kang	Programming Persistency Should Be Easy --- but is it?
10:20 - 10:55	Brijesh Dongol	Correctly Combining Concurrent and Persistent Transactional Memory
10:55 - 11:20	Break	
11:20 - 11:50	Heike Wehrheim	Verifying the persistency library FLiT
11:50 - 12:10	Leo Stefanescu	Specifying and Verifying Persistent Libraries
12:15 - 14:00	LUNCH	
14:00 - 14:25	Hernan Ponce de Leon	Dartagnan: one tool for all consistency models
14:25 - 15:10	Parosh Abdulla	Verifying Liveness Properties under Weak Consistency
15:10 - 16:00	CAKE	
16:00 - 16:25	Anton Podkopaev	Liveness, Fairness, and memory models with load buffering
16:25 - 18:00	Discussion	Topics: Future of persistent memory, applications, mfence vs. sfence, specifications for transactions
18:00	DINNER	
Tuesday		
07:30 - 08:45	BREAKFAST	
09:00 - 09:35	Alastair Reid	Towards a Formal x86 Specification
09:35 - 10:10	Michal Friedman	PPlayer: Persistence Layer Using A Coherence Protocol
10:10 - 10:40	Haris Volos	Persistent Scripting
10:40 - 11:10	Break	
11:10 - 11:40	Guillaume Ambal	Semantics of Remote Direct Memory Access
11:40 - 12:10	Vasileios Klimis	Challenges in Empirically Testing Memory Persistency Models
12:15 - 14:00	LUNCH	
14:00 - 14:35	Milijana Surbatovich	Type Systems for Intermittent Computing
14:35 - 15:10	Michalis Kokologiannakis	Automating Weak Memory Model Metatheory and Consistency Checking
15:10 - 16:00	CAKE	
16:00 - 16:30	Joseph Tassarotti	Separation Logic for Concurrent, Crash-Safe Systems
16:30 - 18:00	Discussion	Topics: sfence vs. mfence (reprise), specification of FLiT, possible shortcomings of durable linearizability,
18:00	DINNER	

Wednesday		
07:30 - 08:45	BREAKFAST	
09:00 - 09:35	Michael Scott	Transactional Semantics with Zombies
09:35 - 10:00	Ohad Kammar	Some compositional semantics for shared memory: sequential consistency and release/acquire
10:00 - 10:35	Ori Lahav	Abstraction for Crash-Resilient Objects
10:40 - 11:10	Break	
11:10 - 12:15	Discussion / Small Working Groups	
12:15 - 14:00	LUNCH	