We discuss the following problem. A number of anonymous software agents which autonomously operate in an anonymous and un-oriented ring network, wish to gather at some node (not predetermined) of the network. The agents do not have persistent memory, cannot exchange messages and their operation can be asynchronously interrupted for a finite but unpredictable time. We study how the agents can gather for initial configurations where this is possible and under any asynchronous interruptions. If the time permits we will survey some more results on the gathering problem of autonomous agents in the framework of distributed computing.