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# Peer To Peer Harnessing The Power Of Disruptive Technologies

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[Tibetan Medicinal Plants](#) Springer  
This book constitutes the thoroughly refereed post-workshop proceedings of the 6th International Workshop on Agents and Peer-to-Peer Computing, AP2PC 2007, held in Honolulu, Hawaii, USA, in May 2007, in the context of the 6th International Joint Conference on Autonomous Agents and Multi-Agent Systems, AAMAS 2007.

The 8 revised full papers presented together with 1 summary paper were carefully reviewed and selected from 14 initial submissions; they are fully revised to incorporate reviewers' comments and discussions at the workshop. The volume is organized in topical sections on agent and peer trust, performance and testing, grid and distributed computing, as well as location and search services.

[From P2P to Web Services and Grids](#) Elsevier  
Modern technology and the development of user-centric applications have grown to encompass many of our everyday routines and interests. Such

advances in music data management and information retrieval techniques have crossed the boundaries of expertise from researchers to developers to professionals in the music industry. [Intelligent Music Information Systems: Tools and Methodologies](#) provides comprehensive description and analysis into the use of music information retrieval from the data management perspective, and thus provides libraries in academic, commercial, and other settings with a complete reference for multimedia system applications.

[Peer-to-Peer Computing](#)  
Springer Science & Business Media

This book constitutes the refereed proceedings of the First International Conference on Data Management in Grid and Peer-to-Peer Systems, Globe 2008, held in Turin, Italy, in September 2008. P2P and grid computing are important for scale distributed systems and applications that require effective management of voluminous, distributed, and heterogeneous data. The 10 revised full papers presented were carefully reviewed and selected from 23 submissions.

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The papers are organized in topical sections on P2P storage systems and caching, P2P data integration systems, querying in grid and P2P systems.

Database Theory - ICDT 2003  
Springer

There's so much buzz about peer-to-peer these days, it's hard to separate facts from fiction. How do the peer-to-peer companies stack up? Which technologies are credible, and which will shake up our notions of how people use computers? More importantly, how do you see through the hype to the underlying architectures that yield opportunities for creating lasting value? The "2001 P2P Networking Overview" from O'Reilly Research is a comprehensive look at peer-to-peer from business and technical perspectives. We describe the state of the industry and offer our opinions about where it's going to go next, with hard data to back us up. What you will find in the report: Company profiles In-depth explanations of the underlying technologies P2P services: present and future Analysis of the hype: what the press gets wrong Estimates of mindshare and community size Our forecasts for the field About O'Reilly Research: In O'Reilly's book publishing business, web sites, and conferences, we've become famous for providing no-nonsense, in-depth information and insights about important technologies. We watch

what leading-edge developers are doing, so we can tell when their work is about to "cross the chasm" and hit the mainstream. We provide the information that builds the bridge. O'Reilly combines extensive experience in new and emerging technologies with insider connection to the development community. At O'Reilly Research, we augment these insights with our exclusive statistical and computational techniques tailored for modeling, condensing, summarizing, and forecasting trends in software development.

*Peer-to-Peer* IGI Global

This book constitutes the refereed proceedings of the three confederated conferences CoopIS 2002, DOA 2002, and ODBASE 2002, held in Irvine, CA, USA, in October/November 2002. The 77 revised full papers and 10 posters presented were carefully reviewed and selected from a total of 291 submissions. The papers are organized in topical sections on interoperability, workflow, mobility, agents, peer-to-peer and ubiquitous, work process, business and transaction, infrastructure, query processing, quality issues, agents and middleware, cooperative systems, ORB enhancements, Web services, distributed object scalability and heterogeneity, dependability and security, reflection and reconfiguration, real-time scheduling, component-based applications, ontology languages, conceptual modeling, ontology management, ontology development and engineering, XML and data integration, and tools for the intelligent Web.

**Maps and the Internet** IGI Global

Peer to Peer Computing: The Evolution of a Disruptive Technology takes a holistic approach to the affects P2P Computing has on a number a disciplines. Some of those areas covered within this book include grid

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computing, web services, bioinformatics, security, finance and economics, collaboration, and legal issues. Unique in its approach, Peer to Peer Computing includes current articles from academics as well as IT practitioners and consultants from around the world. As a result, the book strikes a balance for many readers. Neither too technical or too managerial, Peer to Peer Computing appeals to the needs of both researchers and practitioners who are trying to gain a more thorough understanding of current P2P technologies and their emerging ramifications.

**Peer-to-Peer Computing** CRC Press

[Administration (référence électronique) ; informatique].

**E-Commerce and Web Technologies** ABC-CLIO

"This reference presents a vital compendium of research detailing the latest case studies, architectures, frameworks, methodologies, and research on Grid and Cloud Computing"--

Web Engineering and Peer-to-Peer Computing Springer Science & Business Media

This book constitutes the thoroughly refereed joint post-proceedings of two workshops on web engineering and peer-to-peer computing held in conjunction with NETWORKING 2002 in Pisa, Italy, in May 2002. The 31 revised full papers presented were carefully selected during two rounds of reviewing and improvement.

They are organized in topical sections, models and characterization of web traffic, caching infrastructure and content delivery networks, building web-based systems, web server performance analysis, routing and discovery in peer-to-peer networks, applications, programming models for peer-to-peer systems, and security in peer-to-peer computing.

**Semantic Web and Peer-to-Peer** Springer

Peer-to-peer networking is a disruptive technology for large scale distributed applications that has recently gained wide interest due to the successes of peer-to-peer

(P2P) content sharing, media streaming, and telephony applications. There are a large range of other applications under development or being proposed. The underlying architectures share features such as decentralization, sharing of end system resources, autonomy, virtualization, and self-organization. These features constitute the P2P paradigm. This handbook broadly addresses a large cross-section of current research and state-of-the-art reports on the nature of this paradigm from a large number of experts in the field. Several trends in information and network technology such as increased performance and deployment of broadband networking, wireless networking, and mobile devices are synergistic with and reinforcing the capabilities of the P2P paradigm. There is general expectation in the technical community that P2P networking will continue to be an important tool for networked applications and impact the evolution of the Internet. A large amount of research activity has resulted in a relatively short time, and a growing community of researchers has developed. The Handbook of Peer-to-Peer Networking is dedicated to discussions on P2P networks and their applications. This is a comprehensive book on P2P computing.

IGI Global

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**Mobile Peer-to-Peer Computing for Next Generation Distributed Environments: Advancing Conceptual and Algorithmic Applications** IGI Global

A state-of-the-art guide to middleware technologies, and their pivotal role in communications networks. Middleware is about integration and interoperability of applications and services running on heterogeneous computing and

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communications devices. The services it provides - including identification, authentication, authorization, soft-switching, certification and security - are used in a vast range of global appliances and systems, from smart cards and wireless devices to mobile services and e-Commerce. Qusay H. Mahmoud has created an invaluable reference tool that explores the origins and current uses of middleware (highlighting the importance of such technologies as CORBA, J2EE and JMS) and has thus compiled the roadmap to future research in this area. *Middleware for Communications: discusses the emerging fields of Peer-to-Peer (P2P) and grid middleware detailing middleware platforms such as JXTA and the Globus middleware toolkit. shows how Middleware will play a significant role in mobile computing. presents a Platform Supporting Mobile Applications (PLASMA) - a middleware platform that consists of components for location, event, and profile handling of Location-Based Services. introduces middleware security focusing on the appropriate aspects of CORBA, J2EE, and .NET and demonstrates how to realize complex security capabilities such as role-based access control (RBAC) and mandatory access control (MAC). discusses how Quality of Service (QoS) component middleware can be combined with Model Driven Architecture (MDA) technologies to rapidly develop, generate, assemble and deploy flexible communications applications. This incomparable overview of middleware for communications is suitable for graduate students and researchers in communications and computing departments. It is also an authoritative guide for engineers and developers working on distributed systems, mobile computing and*

networked appliances.

Grid and Cloud Computing: Concepts, Methodologies, Tools and Applications  
Springer Science & Business Media

" In the great digital era, we are witnessing many rapid scientific and technological developments in human-centered, seamless computing environments, interfaces, devices and systems with applications ranging from business and communication to entertainment and learning. These developments are collectively best characterized as Active Media Technology (AMT), a new area of intelligent information technology and computer science that emphasizes the proactive, seamless roles of interfaces and systems as well as new media in all aspects of digital life. An AMT based computer system offers services that enable the rapid design, implementation, deploying and support of customized solutions. This book brings together papers from researchers from diverse areas, such as Web intelligence, data mining, intelligent agents, smart information use, networking and intelligent interface. The book includes papers on the following topics: Active Computer Systems and Intelligent Interfaces; Adaptive Web Systems and Information Foraging Agents; Web mining, Wisdom Web and Web Intelligence; E-Commerce and Web Services; Data Mining, Ontology Mining and Data Reasoning; Network, Mobile and Wireless Security; Entertainment and Social Applications of Active Media; Agent-Based Software Engineering and Multi-Agent Systems; Digital City and Digital Interactivity; Machine Learning and Human-Centered Robotics; Multi-Modal Processing, Detection, Recognition, and Expression Analysis; Personalized, Pervasive, and Ubiquitous Systems and their Interfaces; Smart Digital Media; and Evaluation of Active Media and AMT Based Systems. "

**Handbook of Research on P2P and Grid Systems for Service-Oriented Computing: Models, Methodologies and**

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## **Applications** Springer Science & Business Media

The availability of cheaper, faster, and more reliable electronic components has stimulated important advances in computing and communication technologies.

Theoretical and algorithmic approaches that address key issues in sensor networks, ad hoc wireless networks, and peer-to-peer networks play a central role in the development of emerging network paradigms. Filling the need for a comprehensive reference on recent developments, *Handbook on Theoretical and Algorithmic Aspects of Sensor, Ad Hoc Wireless, and Peer-to-Peer Networks* explores two questions: What are the central technical issues in these SAP networks?

What are the possible solutions/tools available to address these issues? The editor brings together information from different research disciplines to initiate a comprehensive technical discussion on theoretical and algorithmic approaches to three related fields: sensor networks, ad hoc wireless networks, and peer-to-peer networks. With chapters written by authorities from Motorola, Bell Lab, and Honeywell, the book examines the theoretical and algorithmic aspects of recent developments and highlights future research challenges. The book's coverage includes theoretical and algorithmic methods and tools such as optimization, computational geometry, graph theory, and combinatorics. Although many books have emerged recently in this area, none of them address all three fields in terms of common issues.

[Streaming Media with Peer-to-Peer Networks: Wireless Perspectives](#) OECD Publishing

The internet is developing more extensively in China than any other country in the world. *Chinese Cyberspaces* provides multidisciplinary

perspectives on recent developments and the consequences of internet expansion in China.

Including first-hand research and case studies, the contributors examine the social, political, cultural and economic impact of the internet in China. The book investigates the political implications of China's internet development as well as the effect on China's information policy and overall political stability. The contributors show how although the digital divide has developed along typical lines of gender, urban versus rural, and income, it has also been greatly influenced by the Communist Party's attempts to exert efficient control. This topical and interesting text gives a compelling overview of the current situation regarding the Chinese internet development in China, while clearly signalling potential future trends.

## **On the Move to Meaningful Internet Systems 2007: OTM 2007 Workshops** Springer

This two-volume set LNCS 4805/4806 constitutes the refereed proceedings of 10 international workshops and papers of the OTM Academy Doctoral Consortium held as part of OTM 2007 in Vilamoura, Portugal, in November 2007. The 126 revised full papers presented were carefully reviewed and selected from a total of 241 submissions to the workshops. The first volume begins with 23 additional revised short or poster papers of the OTM 2007 main conferences.

*2001 P2P Networking Overview* Routledge

Addresses the need for peer-to-peer computing and grid paradigms in delivering efficient service-oriented computing.

## **The Internet** CRC Press

The term "peer-to-peer" has come to be applied to networks that expect end users to contribute their own files, computing time, or other resources to some shared project. Even more interesting than the systems' technical underpinnings are their socially disruptive potential: in various ways they return content, choice, and control to ordinary users. While this book is mostly about the technical promise of peer-to-peer, we also talk about its exciting social promise. Communities have been forming on the Internet for a long time, but they

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have been limited by the flat interactive qualities of email and Network newsgroups. People can exchange recommendations and ideas over these media, but have great difficulty commenting on each other's postings, structuring information, performing searches, or creating summaries. If tools provided ways to organize information intelligently, and if each person could serve up his or her own data and retrieve others' data, the possibilities for collaboration would take off. Peer-to-peer technologies along with metadata could enhance almost any group of people who share an interest--technical, cultural, political, medical, you name it. This book presents the goals that drive the developers of the best-known peer-to-peer systems, the problems they've faced, and the technical solutions they've found. Learn here the essentials of peer-to-peer from leaders of the field: Nelson Minar and Marc Hedlund of target="new">Popular Power, on a history of peer-to-peer Clay Shirky of acceleratorgroup, on where peer-to-peer is likely to be headed Tim O'Reilly of O'Reilly & Associates, on redefining the public's perceptions Dan Bricklin, cocreator of Visicalc, on harvesting information from end-users David Anderson of SETI@home, on how SETI@Home created the world's largest computer Jeremie Miller of Jabber, on the Internet as a collection of conversations Gene Kan of Gnutella and GoneSilent.com, on lessons from Gnutella for peer-to-peer technologies Adam Langley of Freenet, on Freenet's present and upcoming architecture Alan Brown of Red Rover, on a deliberately low-tech content distribution system Marc Waldman, Lorrie Cranor, and Avi Rubin of AT&T Labs, on the Publius project and trust in distributed systems Roger Dingledine, Michael J. Freedman, and David Molnar of Free Haven, on resource allocation and accountability in distributed systems Rael Dornfest of O'Reilly Network and Dan Brickley of ILRT/RDF Web, on metadata Theodore Hong of Freenet, on performance Richard Lethin of Reputation Technologies, on how reputation can be built online Jon Udell of BYTE and Nimisha Asthagiri and Walter Tuvell of Groove Networks, on security Brandon Wiley of Freenet, on gateways between peer-to-peer systems You'll find information on the latest and greatest systems as well as upcoming efforts in this book.

**Agents and Peer-to-Peer Computing** Peer-to-Peer Two hundred entries offer profiles of key figures; essays on such topics as cookies, content filtering, and digital libraries; and a chronology beginning with the prehistory of the Internet from 1843-1956 and concluding with the 2004 presidential campaign.

*Mobile Media* Routledge

The Third International Conference on E-commerce and Web Technology (EC-Web 2002) was held in conjunction with the DEXA 02 in Aix-en-Provence, France. This conference, first held in Greenwich, United Kingdom in 2000, is now in its third year and is very well established. As in the two previous years, it served as a forum bringing together researchers from academia and commercial developers from industry to discuss the current state of the art in E-commerce and web technology. Inspirations and new ideas emerged from intensive discussions during formal sessions and social events. Keynote addresses, research presentations, and discussions during the conference helped to further develop the exchange of ideas among the researchers, developers, and practitioners

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who attended. The conference attracted more than 100 submissions and each paper was reviewed by at least three program committee members. The program committee selected 40 papers for presentation and publication, a task which was not easy due to the high quality of the submitted papers. We would like to express our thanks to our colleagues who helped to put together the technical program: the program committee members and external reviewers for their timely and rigorous reviews of the papers, and the organizing committee for their help in the administrative work and support. We owe special thanks to Gabriela Wagner and Maria Schweikert for always being available when their helping hand was needed.