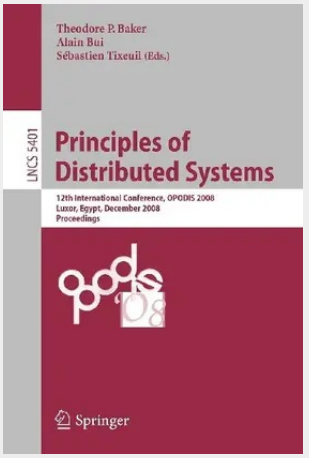
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Principles of Distributed Systems

12th International Conference, OPODIS 2008, Luxor, Egypt, December 15-18, 2008. Proceedings



53,49 €
49,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Thisvolumecontainsthe30regularpapers,the11shortpapersandtheabstracts oftwoinvited keynotesthatwerepresentedatthe12thInternationalConference on Principles of Distributed Systems (OPODIS) held during December 15–18, 2008 in Luxor, Egypt. OPODIS is a yearly selective international forum for researchers and prac- tioners in design and development of distributed systems. This year, we received 102 submissions from 28 countries. Each submission was carefully reviewed by three to six Program Committee members with the help of external reviewers, with 30 regular papers and 11 short papers being selected. The overall quality of submissions was excellent and there were many papers that had to be rejected because of organization constraints yet deserved to be published. The two invited keynotes dealt with hot topics in distributed systems: “The Next 700 BFT Protocols” by Rachid Guerraoui and “On Rep- cation of Software Transactional Memories” by Luis Rodriguez. On behalf of the Program Committee, we would like to thank all authors of submitted papers for their support. We also thank the members of the Ste- ing Committee for their invaluable advice. We wish to express our apprec- tion to the Program Committee members and additional external reviewers for their tremendous e?ort and excellent reviews. We gratefully acknowledge the Organizing Committee members for their generous contribution to the s- cess of the symposium. Special thanks go to Thibault Bernard for man- ing the conference publicity and technical organization. The paper submission and selection process was greatly eased by the EasyChair conference system (http://www. easychair. org).

Invited Talks.- The Next 700 BFT Protocols.- On Replication of Software Transactional Memories.- Regular Papers.- Write Markers for Probabilistic Quorum Systems.- Byzantine Consensus with Unknown Participants.- With Finite Memory Consensus Is Easier Than Reliable Broadcast.- Group Renaming.- Global Static-Priority Preemptive Multiprocessor Scheduling with Utilization Bound 38%.- Deadline Monotonic Scheduling on Uniform Multiprocessors.- A Comparison of the M-PCP, D-PCP, and FMLP on LITMUSRT.- A Self-stabilizing Marching Algorithm for a Group of Oblivious Robots.- Fault-Tolerant Flocking in a k-Bounded Asynchronous System.- Bounds for Deterministic Reliable Geocast in Mobile Ad-Hoc Networks.- Degree 3 Suffices: A Large-Scale Overlay for P2P Networks.- On the Time-Complexity of Robust and Amnesic Storage.- Graph Augmentation via Metric Embedding.- A Lock-Based STM Protocol That Satisfies Opacity and Progressiveness.- The 0-1-Exclusion Families of Tasks.- Interval Tree Clocks.- Ordering-Based Semantics for Software Transactional Memory.- CQS-Pair: Cyclic Quorum System Pair for Wakeup Scheduling in Wireless Sensor Networks.- Impact of Information on the Complexity of Asynchronous Radio Broadcasting.- Distributed Approximation of Cellular Coverage.- Fast Geometric Routing with Concurrent Face Traversal.- Optimal Deterministic Remote Clock Estimation in Real-Time Systems.- Power-Aware Real-Time Scheduling upon Dual CPU Type Multiprocessor Platforms.- Revising Distributed UNITY Programs Is NP-Complete.- On the Solvability of Anonymous Partial Grids Exploration by Mobile Robots.- Taking Advantage of Symmetries: Gathering of Asynchronous Oblivious Robots on a Ring.- Rendezvous of Mobile Agents When Tokens Fail Anytime.- Solving Atomic Multicast When Groups Crash.- ASelf-stabilizing Approximation for the Minimum Connected Dominating Set with Safe Convergence.- Leader Election in Extremely Unreliable Rings and Complete Networks.- Toward a Theory of Input Acceptance for Transactional Memories.- Geo-registers: An Abstraction for Spatial-Based Distributed Computing.- Evaluating a Data Removal Strategy for Grid Environments Using Colored Petri Nets.- Load-Balanced and Sybil-Resilient File Search in P2P Networks.- Computing and Updating the Process Number in Trees.- Redundant Data Placement Strategies for Cluster Storage Environments.- An Unreliable Failure Detector for Unknown and Mobile Networks.- Efficient Large Almost Wait-Free Single-Writer Multireader Atomic Registers.- A Distributed Algorithm for Resource Clustering in Large Scale Platforms.- Reactive

Artikelnummer: 9783540922209
Medium: Buch
ISBN: 978-3-540-92220-9
Verlag: Springer
Erscheinungstermin: 02.12.2008
Sprache(n): Englisch
Auflage: Erscheinungsjahr 2008
Serie: Lecture Notes in Computer Science
Produktform: Kartoniert
Gewicht: 890 g
Seiten: 580
Format (B x H): 155 x 235 mm

fachmedien.de
WISSEN. EINFACH. FINDEN.

26.11.2026 | 01:18 Uhr

Kundenservice Verlag Dr. Otto Schmidt KG
Neumannstraße 10, 40235 Düsseldorf | kundenservice@otto-schmidt.de | 0221-93738-997 (Inland)