

# Lecture Notes in Computer Science

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# Peer-to-Peer Systems II

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Revised Papers



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# Preface

In a very short time, peer-to-peer computing has evolved into an exciting research field which brings together researchers from systems, networking and theory. This workshop is the second installment in what we hope to be a long series of successful workshops that are focused on examining peer-to-peer technologies, applications and systems, and on identifying key research challenges and solutions.

The program of the 2nd International Workshop on Peer-to-Peer Systems (IPTPS) consisted of 27 position papers and four invited talks. The authors were asked to submit position papers not exceeding five pages. We had a record 166 submissions covering a broad range of topics. This diversity was reflected in the final program, which included sessions covering theory and algorithms, incentives and fairness, naming and searching, file sharing, networking and applications, and experience with existing peer-to-peer systems.

Submissions went through two rounds of reviews. In the first round each submission received two reviews. In the second round we targeted the submissions with first-round reviews that expressed differing opinions, and submissions that were neither clear rejects nor accepts. In addition to the technical merit, the reviewing process emphasized originality, and the potential of the submission to lead to interesting discussions during the workshop.

In addition to the position papers, the workshop included four invited talks that aimed to expose the academic community to some of the problems and issues faced by the developers of peer-to-peer systems in the industry and the public domain. Bernard Traversat from Sun gave a talk on the JXTA platform, Christian Huitema from Microsoft presented a peer-to-peer toolkit for Windows XP, Ian Clarke presented the Freenet project, and Jed McCaleb gave a talk on the Overnet system.

The workshop was crossdisciplinary, well focused, with emphasis on innovation. As a result, a considerable amount of time was devoted to informal discussion. To ensure a productive workshop environment, attendance was limited to 65 participants.

This volume includes a report on the discussions that took place at the workshop during technical sessions. We thank Michal Feldman and Shelley Zhuang for taking notes and putting together this report. Many thanks to a wonderful program committee that coped with an unexpectedly large number of submissions in a very short timeframe. The hard and diligent work of the program committee was a key reason behind the success of this workshop. We would like to thank Bob Miller for the flawless local arrangements, and Keith Sklower for maintaining the IPTPS Web server and providing wireless connectivity during the workshop. We thank our sponsors, NSF, and Microsoft, for their generous support.

Finally, we thank all authors who submitted papers to this year's workshop, and all participants for making the workshop a success!

May 2003

Frans Kaashoek and Ion Stoica

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