

Daniel Brookshier

P2P Networking and Applications John Buford,Heather Yu,Eng Keong Lua,2009-03-11 Peer-to-Peer (P2P) networks enable users to directly share digital content (such as audio, video, and text files) as well as real-time data (such as telephony traffic) with other users without depending on a central server. Although originally popularized by unlicensed online music services such as Napster, P2P networking has recently emerged as a viable multimillion dollar business model for the distribution of information, telecommunications, and social networking. Written at an accessible level for any reader familiar with fundamental Internet protocols, the book explains the conceptual operations and architecture underlying basic P2P systems using well-known commercial systems as models and also provides the means to improve upon these models with innovations that will better performance, security, and flexibility. Peer-to-Peer Networking and Applications is thus both a valuable starting point and an important reference to those practitioners employed by any of the 200 companies with approximately \$400 million invested in this new and lucrative technology. Uses well-known commercial P2P systems as models, thus demonstrating real-world applicability. Discusses how current research trends in wireless networking, high-def content, DRM, etc. will intersect with P2P, allowing readers to account for future developments in their designs. Provides online access to the Overlay Weaver P2P emulator, an open-source tool that supports a number of peer-to-peer applications with which readers can practice.

Impact of P2P and Free Distribution on Book Sales Brian O'Leary,2009-05-08 Book publishers have long used free content as part of their marketing and selling efforts, with the vast majority of free content distributed in printed form. Digital distribution of free material, either intentional or via unauthorized availability through peer-to-peer sites and other Web outlets, offers a fast and expansive connection to consumers, but content can also be copied and disseminated without publishers' control. Some publishers are torn between the efficiencies digital distribution provides and concerns over piracy and print-sale cannibalization. This research report is part of an ongoing effort by O'Reilly Media Inc. and Random House to test assumptions about free distribution, P2P availability and their potential impact on book sales.

P2P Techniques for Decentralized Applications Esther Pacitti, Reza Akbarinia, 2012-04-15 As an alternative to traditional client-server systems, Peer-to-Peer (P2P) systems provide major advantages in terms of scalability, autonomy and dynamic behavior of peers, and decentralization of control. Thus, they are well suited for large-scale data sharing in distributed environments. Most of the existing P2P approaches for data sharing rely on either structured networks (e.g., DHTs) for efficient indexing, or unstructured networks for ease of deployment, or some combination. However, these approaches have some limitations, such as lack of freedom for data placement in DHTs, and high latency and high network traffic in unstructured networks. To address these limitations, gossip protocols which are easy to deploy and scale well, can be exploited. In this book, we will give an overview of these different P2P techniques and architectures, discuss their trade-offs, and illustrate their use for decentralizing several large-scale data sharing applications. Table of Contents: P2P Overlays, Query Routing, and Gossiping / Content Distribution in P2P Systems / Recommendation Systems / Top-k Query Processing in P2P Systems

Code Wars Rebecca Giblin,2011-01-01 'With a combination of acute observation, close analysis and clear-headed honesty, Rebecca Giblin leads the reader to share her conclusion that there is no legislative, judicial, commercial or technical panacea for copyright infringement which P2P software facilitates, but that even now it is not too late to improve the manner in which the rights-owning and distribution sectors address the challenges that P2P poses.' Jeremy Phillips,

Olswang, and Intellectual Property Institute, UK Code Wars recounts the legal and technological history of the first decade of the P2P file sharing era, focusing on the innovative and anarchic ways in which P2P technologies evolved in response to decisions reached by courts with regard to their predecessors. With reference to US, UK, Canadian and Australian secondary liability regimes, this insightful book develops a compelling new theory to explain why a decade of ostensibly successful litigation failed to reduce the number, variety or availability of P2P file sharing applications and highlights ways the law might need to change if it is to have any meaningful effect in future. A genuine interdisciplinary study, spanning both the law and information technology fields, this book will appeal to intellectual property and technology academics and researchers internationally. Historians and sociologists studying this fascinating period, as well as undergraduate and graduate students who are working on research projects in related fields, will also find this book a stimulating read.

Peer-to-peer Dana Moore, John Hebeler, 2002 This text demonstrates through clear explanations how to easily leverage the power of peer-to-peer networks to achieve seamless personal and business communication and transactions.

Peer-to-peer Computing Ramesh Subramanian, Brian D. Goodman, 2005-01-01 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 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.

Evaluation and Extension of Mathematical Models of P2P Systems Inna Kotchourova,2008-03-11 Master's Thesis from the year 2007 in the subject Computer Science - General, grade: 1,3, Technical University of Darmstadt, 47 entries in the bibliography, language: English, abstract: In this thesis existing mathematical models for P2P systems are presented and evaluated. Thereby the search efficiency in structured and unstructured P2P overlays, the features and restrictions in P2P streaming applications, the service capacity in P2P file sharing systems, content download and replication times in P2P networks and many other issues are investigated. Furthermore the new extended model, possibly combining the most essential characteristics of P2P systems in a consistent way is presented. The characteristics observed in the new model are categorized in three groups according to the P2P system properties being described: the overlay parameters, the characteristics of participating peers and the resource and service characteristics. Thereafter the objectives, regulated by P2P applications' users and providers, and aspects of underlying P2P systems they are interested in are observed. We consider the P2P applications Skype, Joost and KaZaA, differentiating between the application users and providers, and analyzing the technical view on the P2P system characteristics. A wide variety of existing P2P systems integrating the insights of distributed systems, databases, complexity theory and many other research areas raised inconsistencies and incompatibilities in used terminologies and abstractions. Therefore providing P2P systems interoperability and creating a common model applicable for all P2P systems became a desirable goal. In this thesis the existing P2P layer architectures considering P2P systems as a set of layers ordered according to their increasing degree of abstraction are presented. Furthermore each model layer, its input, output and functionality are described individually.

Java P2P Unleashed Robert Flenner, 2003 Java P2P Unleashed provides a single source for Java developers who want to develop P2P systems. The book

explains the benefits of each technology and shows how to fit the P2P pieces together - both in building new systems and integrating with existing ones. starts with a discussion of the P2P architecture, referencing similarities with existing, familiar systems while previewing several types of P2P applications. It explains how to plan ahead for security, routing, performance and other issues when developing a P2P application. Each technology included in the book - JXTA, Jini, JavaSpaces, J2EE, Web services - is approached from a P2P perspective, focusing on implementation concerns Java developers will face while using them. The last section includes several large-scale examples of different P2P applications - managing content, building communities, integrating services, routing messages, and using intelligent agents to gather information. The final chapter looks ahead to future developments in Java P2P technologies.

Discovering P2P Michael Miller,2001-11-30 Peer to Peer: Groundbreaking, Controversial, and Still Growing Not every next big thing has lived up to its promise, but the technologies comprising peer-to-peer computing are definitely here to stay. Inside, Michael Miller walks you through this still-burgeoning field, showing you where it's come from and where it's headed. In between, he looks closely at P2P's current representatives, including Napster, Aimster, and SETI@home, drawing from their successes and controversies to paint a vivid picture of a diverse set of applications that continue to change the way the world thinks about computing. Delve into every aspect of the P2P revolution: * File-sharing * Collaboration * Communication * Distributed computing * Applications development Explore the state of the art in P2P ... * Gnutella * Napster * Aimster * Instant messaging * SETI@home * Microsoft's .NET initiative ... as well as P2P's origins and future directions.

2001 P2P Networking Overview Kelly Truelove, Clay Shirky, Lucas Gonze, Rael Dornfest, 2001 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 profilesIn-depth explanations of the underlying technologiesP2P services: present and futureAnalysis of the hype: what the press gets wrongEstimates of mindshare and community sizeOur 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 Computing Yu-Kwong Ricky Kwok,2011-08-17 While people are now using peer-to-peer (P2P) applications for various processes, such as file sharing and video streaming, many research and engineering issues still need to be tackled in order to further advance P2P technologies. Peer-to-Peer Computing: Applications, Architecture, Protocols, and Challenges provides comprehensive theoretical and p

Peer-to-Peer Computing Quang Hieu Vu, Mihai Lupu, Beng Chin Ooi, 2009-10-20 Peer-to-peer (P2P) technology, or peer computing, is a paradigm that is

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viewed as a potential technology for redesigning distributed architectures and, consequently, distributed processing. Yet the scale and dynamism that characterize P2P systems demand that we reexamine traditional distributed technologies. A paradigm shift that includes self-reorganization, adaptation and resilience is called for. On the other hand, the increased computational power of such networks opens up completely new applications, such as in digital content sharing, scientific computation, gaming, or collaborative work environments. In this book, Vu, Lupu and Ooi present the technical challenges offered by P2P systems, and the means that have been proposed to address them. They provide a thorough and comprehensive review of recent advances on routing and discovery methods; load balancing and replication techniques; security, accountability and anonymity, as well as trust and reputation schemes; programming models and P2P systems and projects. Besides surveying existing methods and systems, they also compare and evaluate some of the more promising schemes. The need for such a book is evident. It provides a single source for practitioners, researchers and students on the state of the art. For practitioners, this book explains best practice, guiding selection of appropriate techniques for each application. For researchers, this book provides a foundation for the development of new and more effective methods. For students, it is an overview of the wide range of advanced techniques for realizing effective P2P systems, and it can easily be used as a text for an advanced course on Peer-to-Peer Computing and Technologies, or as a companion text for courses on various subjects, such as distributed systems, and grid and cluster computing.

P2P Collaboration William Van Zyl,2018

From P2P to Web Services and Grids Ian J. Taylor, Andrew Harrison, 2006-01-17 Covers a comprehensive range of P2P and Grid technologies. Provides a broad overview of the P2P field and how it relates to other technologies, such as Grid Computing, jini, Agent based computing, and web services.

JXTA Daniel Brookshier,2002 JXTA: Java P2P Programming provides an invaluable introduction to this new technology, filled with useful information and practical examples. It was created by members of the JXTA community, sharing their real-world experience to introduce developers to JXTA. It starts with the fundamentals of P2P and demonstrates how JXTA fulfills the P2P promise, then covers the essentials of JXTA including the protocols, the JXTA Shell, and groups. Later chapters include case studies demonstrating JXTA to synchronize data and to create distributed applications. Includes a foreward by Juan Carlos Soto, Group Marketing Manager for Project JXTA at Sun Microsystems and the jxta.org Open Source Community Manager.

<u>Reducing Peer-to-peer (P2P) Piracy on University Campuses</u> United States. Congress. House. Committee on the Judiciary. Subcommittee on Courts, the Internet, and Intellectual Property,2005

Legitimate Applications of Peer-to-Peer Networks Dinesh C. Verma,2004-04-23 The book examines the different legitimate applications used over a peerto-peer network (p2p) The material examines the design and development of novel applications designed to leverage the distributed nature of peer-to-peer environments Goes beyond the most popular application of file-sharing (including sharing of video and audio files) and discusses the many different applications Compares traditional and peer-to-peer infrastructure and discusses merits and demerits of each approach from a business perspective

Benchmarking Peer-to-Peer Systems Wolfgang Effelsberg, Ralf Steinmetz, Thorsten Strufe, 2013-07-10 Peer-to-peer systems are now widely used and have become the focus of attention for many researchers over the past decade. A number of algorithms for decentralized search, content distribution, and media streaming have been developed. This book provides fundamental concepts for the benchmarking of those algorithms in peer-to-peer systems. It also contains a

collection of characteristic benchmarking results. The chapters of the book have been organized in three topical sections on: Fundamentals of Benchmarking in P2P Systems; Synthetic Benchmarks for Peer-to-Peer Systems; and Application Benchmarks for Peer-to-Peer Systems. They are preceded by a detailed introduction to the subject.

Advances on P2P, Parallel, Grid, Cloud and Internet Computing Leonard Barolli,2023-10-28 P2P, Grid, Cloud, and Internet computing technologies have been very fast established as breakthrough paradigms for solving complex problems by enabling aggregation and sharing of an increasing variety of distributed computational resources at large scale. Grid Computing originated as a paradigm for high performance computing, as an alternative to expensive supercomputers through different forms of large-scale distributed computing. P2P Computing emerged as a new paradigm after client-server and web-based computing and has shown useful to the development of social networking, Business to Business (B2B), Business to Consumer (B2C), Business to Government (B2G), Business to Employee (B2E), and so on. Cloud Computing has been defined as a "computing paradigm where the boundaries of computing are determined by economic rationale rather than technical limits". Cloud computing has fast become the computing paradigm with applicability and adoption in all application domains and providing utility computing at large scale. Finally, Internet Computing is the basis of any large-scale distributed computing paradigms; it has very fast developed into a vast area of flourishing field with enormous impact on today's information societies serving thus as a universal platform comprising a large variety of computing forms such as Grid, P2P, Cloud, and Mobile computing. The aim of the book is to provide latest research findings, innovative research results, methods, and development techniques from both theoretical and practical perspectives related to P2P, Grid, Cloud, and Internet Computing as well as to reveal synergies among such large-scale computing paradigms.

<u>ULTIMATE P2P COMPUTING-UNDERST</u> Anirudh Kataria,2017 Do you want to Understand P2P Computing and SHARING? Do you know what Peerto-Peer Applications are -and how is their Architecture designed?what exactly is PEER-TO-PEER TRAFFIC, how to monitors it and using the best available tools and how it Impacts ISP Protocols?&; Do you want to learn everything about the Styles of P2P and its Frameworks, Centralized Framework, Decentralized Framework, Controlled Decentralized Framework?&; Do you want to know about The Advantages & Disadvantages of P2P Networking, P2P Applications? Do you want to implement Direct exchange of resources in P2P? Do you know that you are loosing Expensive Bandwidth due to P2P RIGHT NOW at the time you are reading this by many individuals with malafide intentions? Do you want to know about Grid Computing, Distributed information infrastructure, P2P & Service Providers? How can you effectively understand P2P Network, P2P and its Unknown dangers its Impact on ISP's AND what ISP Strategies are currently being used? Do you want to know highly popular Tools for monitoring P2P traffic? What are Methods to control P2P bandwidth consumption and the difficult security problems in a P2P network? but how? The Answer is this amazing book Ultimate P2P Computing-Understanding P2P SHARING, Peerto-Peer Applications-Architecture PEER-TO-PEER TRAFFIC, ITS IMPACT ON ISP Protocols Its Challenges and Solutions. (Anirudh Kataria & Associates Computational Science) Published By Blackryders LLC Manhattan NY. This book will teach you how to effectively and safely deal with the Complicated nature of P2P, and it will also provide you a simple solution with action &; to defend yourself with easiest techniques possible and provide you with the best tools to help you understand P2P, Peer-to-Peer Applications- PEER-TO-PEER TRAFFIC This book will explore and expose the hidden techniques used by ISP'S hackers and secret government officials &;and their methods by which they successfully and very easily safeguards themselve BANDWIDTH with the best available tools in the market to monitor and control. In this Book you will learn about: - An introduction to P2P What are &;PEER-TO-PEER Networks, Peer-to-Peer Applications are -and how is their Architecture designed, How P2P Networks were invented, where and how people use the PEER-TO-PEER TRAFFIC, how can you monitor it and what are the best available tools for ISP to control the bandwidth how does these Impact ISP Protocols. What are the main Advantages & Disadvantages of P2P Networking What are P2P Applications How PEER-TO-PEER seeks to lessen the obstacles by different Styles of P2P and its Frameworks PEER-TO-PEER Centralized Framework,&; PEER-TO-PEER Decentralized Framework,&; PEER-TO-PEER Controlled Decentralized Framework &; Easy Picture Examples of PEER-TO-PEER Networks and best ;Monitoring Tools for ISP All of the above are explained with high quality examples and HD pictures for even newbies to learn, even the grandparents can quickly understand and take best action accordingly What are you waiting for Go up and click Buy Now to get Unlimited Access to all the Premium Contents of this book and make your life awesome Hurry Up !!!!! This amazing Offer will expire soon;

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P2P Introduction

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