

P2p Software

Yanwen Wu

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.

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.

Peer-to-Peer Application Development Dreamtech Software Team, 2001-11-29 Part of the new Cracking the Code Series, Peer to Peer Application Development takes a look at the code behind Napster-style Peer to Peer (P2P) applications. This book covers complete web application with design specifications, flow diagrams and source code with line-by-line explanations. You'll build a completely functional P2P application and clients with audio/video streaming, chat and wireless capabilities. Other topics covered include building the P2P Server, building clients in C# and Java, XML data, wireless integration and more!

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.

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 foreword by Juan Carlos Soto, Group Marketing Manager for Project JXTA at Sun Microsystems and the jxta.org Open Source Community Manager.

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.

Mastering JXTA Joseph D. Gradecki, 2002-10-15 A comprehensive, code-intensive guide to building commercial-quality peer-to-peer applications with JXTA and Java Tens of millions of people use peer-to-peer (P2P) applications such as KaZaA, AOL Instant Messenger, and Distributed.net. These applications harness the idle CPU cycles of their host computers to produce enormous databases of information, build powerful processing engines, and enable communication and file-sharing among users around the world. Previously, P2P applications have been built using proprietary technologies and protocols, forcing developers to start from scratch each time they write a new application. Now JXTA, an open source, P2P development technology, enables developers to build P2P applications using Java, XML, and other industry standards. With this invaluable book, Joseph Gradecki provides a practical guide to building peer-to-peer applications using Java. He provides detailed descriptions of the JXTA technologies and demonstrates how to build real-world applications. This book also includes: * Detailed descriptions of the JXTA specification and the Java reference implementation * The complete P2P development process, including how to build reusable application frameworks * Fully functional example applications, including a distributed computational engine that can utilize the idle CPU power of thousands of remote machines to solve complex problems, and a fault-tolerant, encrypted network storage system The companion Web site includes: * All the code listings and complete applications from the book * Links to additional JXTA and P2P resources

Understanding Online Piracy Nathan Fisk, 2009-06-08 The complex world of online piracy and peer-to-peer file sharing is skillfully condensed into an easy-to-understand guide that provides insight into the criminal justice approach to illegal file sharing, while offering guidance to parents and students who have concerns about potential legal action in response to file-sharing activities. While the actual impact of digital piracy is nearly impossible to precisely calculate, the threat of financial damage from illegal peer-to-peer (P2P) file sharing to

the world's highest-grossing entertainment firms (and even entire industries!) has garnered attention from government, industry, and academic leaders and criminal justice professionals. Oftentimes, those providing access to computers and file sharing capabilities-parents, schools, libraries-don't know about or understand these activities and, therefore, put themselves and their families at risk for criminal and civil prosecution. This work describes the technological, legal, social, and ethical facets of illegal peer-to-peer file sharing. Geared toward parents, teachers, librarians, students, and any other computer user engaged in file sharing, this book will help readers to understand all forms of traditional and digital copyright violations of protected music, movies, and software. To date over 18,000 P2P users have been sued by the Recording Industry Association of America (RIAA). Most of these users have been college students and parents of high-school students. While word of these law suits are spreading, and many parents fear that their children may be using a family computer to illegally download and share copyrighted works, few supervising adults have the technical knowledge needed to determine whether and to what extent pirating may be occurring via a computer and Internet connection they are legally responsible for. Additionally, while P2P networks are filled with millions of users with billions of copyrighted files, few users understand the ways in which they are illegally using computers and other mobile electronic devices to download protected content. While describing both technical and social issues, this book primarily focuses on the social aspects of illegal file sharing, and provides technical concepts at a general level. Fisk skillfully condenses the complex nature of file sharing systems into an easy-to-understand guide, provides insight into the criminal justice approach to illegal file sharing, and offers guidance to parents and students who have concerns about potential legal action in response to file sharing activities.

Advances in Systems, Computing Sciences and Software Engineering Tarek Sobh,Khaled Elleithy,2006-08-15 The conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering include a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. The International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2005) was part of the International Joint Conferences on Computer, Information and Systems Sciences and Engineering (CISSE 2005). CISSE 2005, the World's first Engineering/Computing and Systems Research E-Conference was the first high-caliber Research Conference in the world to be completely conducted online in real-time via the internet. CISSE received 255 research paper submissions and the final program included 140 accepted papers, from more than 45 countries. The whole concept and format of CISSE 2005 was very exciting and ground-breaking. The powerpoint presentations, final paper manuscripts and time schedule for live presentations over the web had been available for 3 weeks prior to the start of the conference for all registrants, so they could pick and choose the presentations they want to attend and think about questions that they might want to ask. The live audio presentations were also recorded and are part of the permanent CISSE archive, which includes all power point presentations, papers and recorded presentations. All aspects of the conference were managed on-line; not only the reviewing, submissions and registration processes; but also the actual conference. Conference participants - authors, presenters and attendees - only needed an internet connection and sound available on their computers in order to be able to contribute and participate in this international ground-breaking conference. The on-line structure of this high-quality event allowed academic professionals and industry participants to contribute work and attend world-class technical presentations based on rigorously refereed submissions, live, without the need for investing significant travel funds or time out of the office. Suffice to say that CISSE received submissions from more than 50 countries, for whose researchers, this opportunity presented a much more affordable, dynamic and well-planned event to attend and submit their work to, versus a classic, on-the-ground conference. The CISSE conference audio room provided superb audio even over low speed internet connections, the ability to display PowerPoint presentations, and cross-platform compatibility (the conferencing software runs on Windows, Mac, and any other operating system that supports Java). In addition, the conferencing system allowed for an unlimited number of participants, which in turn granted CISSE the opportunity to allow all participants to attend all presentations, as opposed to limiting the number of available seats for each session. The implemented conferencing technology, starting with the submission & review system and ending with the online conferencing capability, allowed CISSE to conduct a very high quality, fulfilling event for all participants.

Peer-to-Peer File-Sharing Technology: Consumer Protection and Competition Issues: A Federal Trade Commission Staff Workshop Report (June 2005) ,

Software Engineering and Knowledge Engineering: Theory and Practice Yanwen Wu,2012-01-15 The volume includes a set of selected papers extended and revised from the I2009 Pacific-Asia Conference on Knowledge Engineering and Software Engineering (KESE 2009) was held on December 19~ 20, 2009, Shenzhen, China. Volume 1 is to provide a forum for researchers, educators, engineers, and government officials involved in the general areas of Computer and Software Engineering to disseminate their latest research results and exchange views on the future research directions of these fields. 140 high-quality papers are included in the volume. Each paper has been peer-reviewed by at least 2 program committee members and selected by the volume editor Prof. Yanwen Wu. On behalf of this volume, we would like to express our sincere appreciation to all of authors and referees for their efforts reviewing the papers. Hoping you can find lots of profound research ideas and results on the related fields of Computer and Software Engineering.

Proceedings of the 2012 International Conference on Information Technology and Software Engineering Wei Lu,Guoqiang Cai,Weibin Liu,Weiwei Xing,2012-11-05 Proceedings of the 2012 International Conference on Information Technology and Software Engineering presents selected articles from this major event, which was held in Beijing, December 8-10, 2012. This book presents the latest research trends, methods and experimental results in the fields of information technology and software engineering, covering various state-of-the-art research theories and approaches. The subjects range from intelligent computing to information processing, software engineering, Web, unified modeling language (UML), multimedia, communication technologies, system identification, graphics and visualizing, etc. The proceedings provide a major interdisciplinary forum for researchers and engineers to present the most innovative studies and advances, which can serve as an excellent reference work for researchers and graduate students working on information technology and software engineering. Prof. Wei Lu, Dr. Guoqiang Cai, Prof. Weibin Liu and Dr. Weiwei Xing all work at Beijing Jiaotong University.

Peer-to-Peer Systems IV Miguel Castro,Robbert van Renesse,2005-11-03 This book constitutes the thoroughly refereed post-proceedings of the 4th International Workshop on Peer-to-Peer Systems, IPTPS 2005, held at Cornell University, Ithaca, NY, USA, in February 2005. The 24 revised full papers were carefully selected during two

rounds of reviewing and improvements from 123 submissions. The papers document the state of the art in peer-to-peer computing research. They are organized in topical sections on security and incentives, search, multicast, overlay algorithms, empirical studies, and network locality. The proceedings also include a report with a summary of discussions held at the workshop.

Software Architecture Knowledge Management Muhammad Ali Babar,Torgeir Dingsøyr,Patricia Lago,Hans van der Vliet,2010-05-03 A software architecture manifests the major early design decisions, which determine the system’s development, deployment and evolution. Thus, making better architectural decisions is one of the large challenges in software engineering. Software architecture knowledge management is about capturing practical experience and translating it into generalized architectural knowledge, and using this knowledge in the communication with stakeholders during all phases of the software lifecycle. This book presents a concise description of knowledge management in the software architecture discipline. It explains the importance of sound knowledge management practices for improving software architecture processes and products, and makes clear the role of knowledge management in software architecture and software development processes. It presents many approaches that are in use in software companies today, approaches that have been used in other domains, and approaches under development in academia. After an initial introduction by the editors, the contributions are grouped in three parts on Architecture Knowledge Management, Strategies and Approaches for Managing Architectural Knowledge, and Tools and Techniques for Managing Architectural Knowledge. The presentation aims at information technology and software engineering professionals, in particular software architects and software architecture researchers. For the industrial audience, the book gives a broad and concise understanding of the importance of knowledge management for improving software architecture process and building capabilities in designing and evaluating better architectures for their mission- and business-critical systems. For researchers, the book will help to understand the applications of various knowledge management approaches in an industrial setting and to identify research challenges and opportunities.

Usage of Peer-to-peer Networks for Music File-sharing: “Piracy Or Revolution?” Martin Strang,2008 Essay from the year 2005 in the subject Communications - Multimedia, Internet, New Technologies, grade: High Distinction, Macquarie University (Centre for International Communication), course: New Media, 22 entries in the bibliography, language: English, abstract: This essay examines the usage of peer-to-peer (P2P) networks for music file-sharing and intends to analyse this usage in the context of current copyright policy. This will be achieved by addressing the following issues. Firstly, the history and principle of P2P networks will be outlined. Secondly, it will be analysed whether P2P file-sharing can be seen as an act of 'theft'. Thirdly, the paper will examine how P2P networks are used and what cultural significance they represent. Fourthly, the future of P2P networks will be debated and finally the results of this paper will be summarised and discussed.

Software Security -- Theories and Systems Mitsuhiro Okada,Benjamin Pierce,Andre Scedrov,Hideyuki Tokuda,Akinori Yonezawa,2003-08-02 For more than the last three decades, the security of software systems has been an important area of computer science, yet it is a rather recent general recognition that technologies for software security are highly needed. This book assesses the state of the art in software and systems security by presenting a carefully arranged selection of revised invited and reviewed papers. It covers basic aspects and recently developed topics such as security of pervasive computing, peer-to-peer systems and autonomous distributed agents, secure software circulation, compilers for fail-safe C language, construction of secure mail systems, type systems and multiset rewriting systems for security protocols, and privacy issues as well.

Advances and Innovations in Systems, Computing Sciences and Software Engineering Khaled Elleithy,2007-08-28 This book includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computing Sciences, Software Engineering and Systems. The book presents selected papers from the conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2006). All aspects of the conference were managed on-line.

Online Pornography United States. Congress. House. Committee on Energy and Commerce. Subcommittee on Commerce, Trade, and Consumer Protection,2004

Databases, Information Systems, and Peer-to-Peer Computing Wee Siong Ng,2005-03-07 This book constitutes the thoroughly refereed postproceedings of the Second International Workshop on Databases, Information Systems, and Peer-to-Peer Computing, DBISP2P 2004, held in Toronto, Canada in August 2004 in conjunction with VLDB 2004. The 14 revised full papers presented together with an invited keynote paper were carefully selected during two rounds of reviewing and improvement. The papers are organized in topical sections on query routing and processing, similarity search in P2P networks, adaptive P2P networks, and information sharing and optimization.

MGM V. Grokster United States. Congress. Senate. Committee on Commerce, Science, and Transportation,2011

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