Topic 9
Distributed Systems and Algorithms

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Topic Chairs

The wide acceptance of the internet standards and technologies as well as the emerging Grid structures make it hard to imagine a situation in which it would be easier to argue about the importance of distributed systems and algorithms than it is today. This topic intends to provide a forum for researchers from academia and industry interested in distributed systems and algorithms, including the areas of communications, Grids, distributed operating systems and databases.

This topic received 18 submissions, 5 of which have been accepted for the conference. The accepted papers cover a broad range of important issues in this area, including programming models, real-time games, object caching, fault tolerance, and load sharing. The accepted papers are:

- Exploiting Differentiated Tuple Distribution in Shared Data Spaces
- A Proxy Server-Network for Real-time Computer Games
- Accelerating Apache Farms Through ad-HOC Distributed Scalable Objects Repository
- Enhancing Efficiency of Byzantine-tolerant Protocols via Hash Functions
- An Effective Load-Sharing and Fault-Tolerance Algorithm in Heterogeneous Distributed Clustering Systems