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Soggetti	Computer networks Computer science Software engineering Information storage and retrieval Application software User interfaces (Computer systems) Computer Communication Networks Popular Computer Science Software Engineering Information Storage and Retrieval Information Systems Applications (incl. Internet) User Interfaces and Human Computer Interaction
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Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Networked Group Communications (NGC) -- User-Interest Driven Video Adaptation for Collaborative Workspace Applications -- Improving Efficiency of Application-Level Multicast with Network Support -- An Adaptive Method for Dynamic Audience Size Estimation in Multicast -- Anycast in Locality-Aware Peer-to-Peer Overlay Networks -- Scalable Application-Level Anycast for Highly Dynamic Groups -- Topology-

Centric Look-Up Service -- Service Differentiation in Peer-to-Peer Networks Utilizing Reputations -- Adding Structure to Unstructured Peer-to-Peer Networks: The Role of Overlay Topology -- Building Semantic Peer-to-Peer Networks upon CAN -- Adding Reliable and Self-healing Key Distribution to the Subset Difference Group Rekeying Method for Secure Multicast -- Key Bundles and Parcels: Secure Communication in Many Groups -- EBM: A New Approach for Scalable DiffServ Multicasting -- Team Oriented Multicast: A Scalable Routing Protocol for Large Mobile Networks -- Generalized Multicast Congestion Control -- IP Multicast over Cable TV Networks -- Extremum Feedback with Partial Knowledge -- Design and Evaluation of a Low Density Generator Matrix (LDGM) Large Block FEC Codec -- Overcoming Last-Hop/First-Hop Problems in IP Multicast -- The Performance of Software Multicast-Reflector Implementations for Multiplayer Online Games -- Performance Evaluation of Multicast for Small Conferences -- Scalable Support for Source Specific Multicast in Differentiated Services Networks -- Programming Overlay Networks with Overlay Sockets -- Enhancing Peer-to-Peer Parallel Data Access with PeerFect -- Internet Charging and QoS Technology (ICQT) -- An Approach to the Charging of Secure IP Multicast Services -- Accounting Mechanism for Membership Size-Dependent Pricing of Multicast Traffic -- A Low-Cost Packet Originator Verification for Metering at Access-Routers -- Problem Statement: Metering and Accounting in the Full-IP 4G Environment -- Incentive Based Inter-domain Routeing -- The Economics of Smart Routing and Quality of Service -- A Progressive Second Price Mechanism with a Sanction Bid from Excluded Players -- Capacitated Network Revenue Management through Shadow Pricing.

Sommario/riassunto

This book constitutes the joint refereed proceedings of the 5th COST264 International Workshop on Networked Group Communications, NGC 2003, and the 3rd International Workshop on Internet Charging and QoS Technologies, ICQT 2003, held in Munich, Germany, in September 2003. The 25 revised full papers and 6 revised short papers presented were carefully reviewed and selected from a total of 78 submissions. The papers are organized in topical sections on application multicast support, anycast and search in peer-to-peer networks, peer-to-peer systems, security and multicasting, multicast mechanisms, control algorithms, multicast pricing and traffic, routing and economics, and pricing and resource management.
