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Nota di contenuto	Keynote Speeches (Abstracts) -- Massively Distributed Systems : From Grids and P2P to Clouds -- Building Distributed, Wide-Area Applications with WheelFS -- Virtualization Technology: Past, Present, and Future -- Track 1: Cluster Computing -- Domino-Effect Free Crash Recovery for Concurrent Failures in Cluster Federation -- Tidset-Based Parallel FP-tree Algorithm for the Frequent Pattern Mining Problem on PC Clusters -- Optimizing Communications of Data Parallel Programs in Scalable Cluster Systems -- Track 2: Grid Computing -- The Development of a Drug Discovery Virtual Screening Application on Taiwan Unigrid -- PGWFT: A Petri Net Based Grid Workflow Verification and Optimization Toolkit -- A Probability-Based Framework for Dynamic Resource Scheduling in Grid Environment -- A Mobile Agent-Based Statistic Execution Model for Grid Computing -- An Optimization of Resource Replication Access in Grid Cache -- ADVE: Adaptive and Dependable Virtual Environments for Grid Computing -- An Incentive Approach for Computational Resource Sharing in the Autonomous Environment -- Using Moldability to Improve Scheduling Performance

of Parallel Jobs on Computational Grid -- A Fuzzy Grid-QoS Framework for Obtaining Higher Grid Resources Availability -- Guarantee the Victorious Probability of Grid Resources in the Competition for Finite Tasks -- Co-allocation in Data Grids: A Global, Multi-user Perspective -- Scheduling for Atomic Broadcast Operation in Heterogeneous Networks with One Port Model -- A Resource Discovery Algorithm with Probe Feedback Mechanism in Multi-domain Grid Environment -- Middleware Integration and Deployment Strategies for Cyberinfrastructures -- A Multi-site Resource Allocation Strategy in Computational Grids -- Track 3: High Performance Computing -- A Clustering Model for Multicast on Hypercube Network -- Performance Evaluation of End-to-End Path Capacity Measurement Tools in a Controlled Environment -- Protein Sequence Motif Discovery on Distributed Supercomputer -- Parallel and Distributed Particle Collision Simulation with Decentralized Control -- Track 4: Network Storage -- Modeling and Simulation of Self-similar Storage I/O -- PCOW: Pipelining-Based COW Snapshot Method to Decrease First Write Penalty -- A Component-Based Analytical Performance Model of IP-Based SAN -- Track 5: Peer-to-Peer Computing -- QCast: A QoS-Aware Peer-to-Peer Streaming System with DHT-Based Multicast -- A Construction of Peer-to-Peer Streaming System Based on Flexible Locality-Aware Overlay Networks -- Managing Data for Evaluating Trust in Unstructured Peer-to-Peer Networks -- A Gossip-Based Protocol to Reach Consensus Via Uninorm Aggregation Operator -- HilbertChord: A P2P Framework for Service Resources Management -- A Peer-to-Peer Assisting Scheme for Live Streaming Services -- A Novel Ownership Scheme to Maintain Web Content Consistency -- Together: A Hybrid Overlay for Application-Layer Multicast in Heterogeneous Environment -- Track 6: Pervasive Computing -- Node Placement of Linear Wireless Multimedia Sensor Networks for Maximum Network Lifetime -- The Weighted Shortest Path Search in Mobile GIS Services -- On Maximizing the Throughput of Convergecast in Wireless Sensor Networks -- A Self-organizing Communication Architecture for ZigBee -- Track 7: Semantic Web and Semantic Grid -- A Semantic Service Matching Middleware for Mobile Devices Discovering Grid Services -- A Pragmatic Approach for the Semantic Description and Matching of Pervasive Resources -- An Efficient Method to Measure the Semantic Similarity of Ontologies -- A Dynamic Awareness Model for Service-Based Collaborative Grid Application in Access Grid -- Track 8: Service-Oriented Computing -- A Suggested Framework for Exploring Contextual Information to Evaluate and Recommend Services -- A Model of Service Scheduling Based on Market Mechanism and Semantic -- Flexible and Semantics-Based Support for Web Services Transaction Protocols -- EX_QoS Driven Approach for Finding Replacement Services in Distributed Service Composition.

Sommario/riassunto

This book constitutes the refereed proceedings of the Third International Conference on Grid and Pervasive Computing, GPC 2008, held in Kunming, China, in May 2008. The 45 revised full papers presented together with 2 keynote lectures were carefully reviewed and selected from 184 submissions. The papers cover all current issues of grid and pervasive computing and focus on topics such as cluster computing, grid computing, high performance computing, network storage, peer-to-peer computing, pervasive computing, the Semantic Web and the Semantic Grid, and service-oriented computing.