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Nota di contenuto	Preface; CONTENTS; 1 Erol Gelenbe's Contributions to Computer and Networks Performance; 1.1 Introduction and Background; 1.2 Technical Contributions; 1.3 Contributions as a Research Leader and Mentor; 1.4 Service to the Profession; References; Resource Management; 2 Rethinking Incentives for Mobile Ad Hoc Networks; 2.1 Introduction; 2.2 Token Based Incentive Systems; 2.2.1 Quality of Service Problems; 2.2.2 Technical Conundrums; 2.3 Trust Management Systems; 2.4 Transparency vs Choice; 2.5 Proposed Solution; 2.5.1 Adoption Cycle For Mobile Ad Hoc Networks 2.5.2 Do We Really Need Incentive Systems?2.6 Conclusions; References; 3 Fair and Efficient Allocation of Resources in the Internet; 3.1 Introduction; 3.2 Fairness Efficiency and Utility Functions; 3.3 Utility-Based Bandwidth Allocation; 3.3.1 Utility of the Aggregate; 3.3.2 Limiting Regime Approximation; 3.5 Utility-Based Scheduling; 3.5.1 Measuring Class Delays; 3.6 Conclusion; Acknowledgements; References; 4 The Locality Principle; 4.1 Introduction; 4.2 Manifestation of a Need (1949-1965)

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	<ul> <li>4.3 Discovery and Propagation of Locality Idea (1966-1980)4.4</li> <li>Adoption of Locality Principle (1967-present); 4.5 Modern Model of</li> <li>Locality: Context Awareness; 4.6 Future Uses of Locality Principle;</li> <li>References; 5 A Simulation-Based Performance Analysis of Epoch Task</li> <li>Scheduling in Distributed Processors; 5.1 Introduction; 5.2 Model and</li> <li>Methodology; 5.2.1 System and Workload Models; 5.2.2 Task Routing</li> <li>Methods; 5.2.3 Scheduling Strategies; 5.2.4 Performance Metrics; 5.2.5</li> <li>Model Implementation and Input Parameters; 5.3 Simulation Results</li> <li>and Performance Analysis; 5.3.1 Probabilistic Routing</li> <li>5.3.2 Shortest Queue Routing5.4 Conclusions; References; New</li> <li>Challenges on Modelling and Simulation; 6 Counter Intuitive Aspects of</li> <li>Statistical Independence in Steady State Distributions; 6.1 Introduction;</li> <li>6.2 A System of Two Independent M/M/I Queues; 6.3 A System of Two</li> <li>Queues in Tandem; 6.4 Statistical and Dynamic Independence; 6.5</li> <li>Beyond Stochastic Modelling; 6.5.1 Central Role of Steady State</li> <li>Distributions; 6.5.2 Generality Robustness and Level of Detail; 6.5.3</li> <li>Operational Analysis; 6.6 Conclusions; References; 7 The Non-</li> <li>Stationary Loss Queue: A Survey; 7.1 Introduction</li> <li>7.2 The Simple Stationary Approximation (SSA) Method7.3 The</li> <li>Stationary Approximation (ASA) Method; 7.5 The Closure</li> <li>Approximation for Non-Stationary Queues; 7.6 The Pointwise</li> <li>Stationary Approximation (PSA) Method; 7.7 The Modified Offered Load</li> <li>Approximation (MOL) Method; 7.8 The Fixed Point Approximation (FPA)</li> <li>Method; 7.9 Conclusions; References; 8 Stabilization Techniques for</li> <li>Load-Dependent Queuing Networks Algorithms; 8.1 Introduction; 8.2</li> <li>Preliminaries; 8.2.1 Numerical Exceptions; 8.2.2 Closed Product-Form</li> <li>Queuing Networks</li> <li>8.3 Numerical Instabilities in PFQN Algorithms</li> </ul>
Sommario/riassunto	Communication networks and computer systems research is entering a new phase in which many of the established models and techniques of the last twenty years are being challenged. The research community is continuing to free itself from past intellectual constraints so that it may fully exploit the convergence of computing and communications. Evaluating the performance of emerging communications and computer systems constitutes a huge challenge. Thus, current research provides a set of heterogeneous tools and techniques embracing the uncertainties of time and space varying environments when the