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Important Dates

Papers due

Oct. 1, 2003

Notification of acceptance

Nov. 10, 2003

Camera-ready papers due

Dec. 10, 2003

Further Information

For further information regarding the workshop and paper submission, please contact Dr. Jiannong Cao at :

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CALL FOR PAPERS

1st International Workshop on

Mobile Peer-to-Peer Computing (MP2P'04)

<http://www.comp.polyu.edu.hk/~mp2p2004>

In conjunction with the 2nd IEEE International Conference on
Pervasive Computing and Communications (PerCom'04)

(<http://www.percom.org/>)

Orlando, Florida, USA, March 14 – 17, 2004

Peer-to-Peer (P2P) computing is a networking and distributed computing paradigm which allows the sharing of computing resources and services by direct, symmetric interaction between computers. With the advance in mobile wireless communication technology and the increasing number of mobile users, P2P computing, in both academic research and industrial development, has recently begun to extend its scope to address problems relevant to mobile devices and wireless networks. The special characteristics of mobile environments, such as highly variable connectivity, disconnection, location-dependency, and energy and resource sensitivity, and the diversity in wireless networks bring new challenges for research in mobile P2P computing.

MP2P'04 is intended to serve as a forum for scientists and engineers in academia and industry to exchange and discuss their experiences, new ideas, and research results about all aspects of mobile P2P computing. It will address the challenges, technologies, and architectures leading to real-world solutions that provide users with direct access and control of their critical peer-based information and services, regardless of location or device. The principal theme of MP2P'04 is the development of protocols, systems and applications for mobile P2P computing. Topics of particular interest include, but are not limited to:

- Architecture and platforms for mobile P2P computing
- Routing protocols for mobile P2P computing
- Resource and service discovery in mobile P2P computing
- Peer access and control in mobile environment
- Data exchange and rendering techniques for mobile devices
- Secure communication protocols for mobile P2P computing
- Mobile P2P messaging systems
- Peer-to-peer broadband wireless communications
- Applications of mobile P2P

Paper Submission:

MP2P 2004 invites authors to submit original and unpublished work. Papers must be written in English and should not exceed 6 pages in IEEE proceedings style. Authors should submit a PostScript (level 2) or PDF file that will print on a PostScript printer. Electronic submission through the submission website is strongly encouraged. Hard copies will be accepted only if electronic submission is not possible. Submission implies the willingness of at least one of the authors to register and present the paper. Accepted papers will be published by IEEE Computer Society Press.

