

First Workshop on Real, Large Distributed Systems (WORLDS '04)

Sponsored by the USENIX Association

<http://www.usenix.org/worlds04>

December 5, 2004

San Francisco, California, USA

Co-located with the Sixth Symposium on Operating Systems Design and Implementation (OSDI '04), December 6–8, 2004

Important Dates

Paper submissions due: August 4, 2004, 11:59 PST

Submissions acknowledged: August 8, 2004

Notification of acceptance: October 6, 2004

Final papers due: November 3, 2004

Conference Organizers

Program Co-Chairs

David Culler, *University of California, Berkeley*

Timothy Roscoe, *Intel Research, Berkeley*

Program Committee

Dave Andersen, *Massachusetts Institute of Technology*

Henri Bal, *Vrije University*

Micah Beck, *University of Tennessee, Knoxville*

Lucy Cherkasova, *HP Labs*

Ian Foster, *Argonne National Laboratory*

Steven Gribble, *University of Washington*

Steve Hand, *University of Cambridge*

Brad Karp, *Intel Research, Pittsburgh*

John Kubiatowicz, *University of California, Berkeley*

Bruce Maggs, *Akamai*

Dahlia Malkhi, *Hebrew University*

Sue Moon, *KAIST*

Vivek Pai, *Princeton University*

Vern Paxson, *ICIR and Lawrence Berkeley National Laboratory*

Sylvia Ratnasamy, *Intel Research, Berkeley*

Amin Vahdat, *University of California, San Diego*

Thorsten von Eicken, *ExpertCity*

Overview

The First Workshop on Real, Large Distributed Systems will bring together people who are exploring the new challenges of building widely distributed networked systems and who lean toward the “rough consensus and run-

ning code” school of systems building. WORLDS is a place to share new ideas, experiences, and work-in-progress with an emphasis on systems that actually run in the wide area and the specific challenges they present for designers and researchers.

- ◆ *Workshop* means the emphasis is on focused, fresh ideas and experience. Talks will be short (about 15 minutes long) to leave plenty of time for general discussion. Attendance will consist of contributors to the workshop.
- ◆ *Real* means that the workshop will concentrate on systems designed to run on a real platform for a period of time. Such systems might be research projects, teaching exercises, or more permanent services, but should address technical issues of actual widely distributed systems. We also welcome papers that explore the extent to which results obtained from simulation or testbed deployments retain validity when transferred to more representative network environments.
- ◆ *Large* refers to the numerical and geographical dimensions of the system: WORLDS emphasizes distributed systems that span a significant portion of the globe and that are spread over a large number of sites.

Submissions

Submissions should be at most 5 A4 or US Letter pages long (1 inch margins, 10 point text, 2 columns). Participants will be invited based on their ability to convince the program committee that they have built, are building, or are experimenting with a Real, Large Distributed System and have useful ideas, tools, experience, data, and/or research directions to share with the community and that will stimulate discussion at the workshop.

Online copies of the position papers will be made available prior to the workshop. Final versions will be due after the workshop, so that authors can incorporate workshop feedback. Printed proceedings, including a summary of the interactions at the workshop, will be published and mailed to participants after the workshop.