

BSDCon 2003

The premier conference for the BSD community

September 8-12, 2003, San Mateo Marriott, San Mateo, California

<http://www.usenix.org/events/bsdcon03/>



Important Dates

Refereed Paper abstracts due: *April 1, 2003*

Invited Talk proposals due: *April 1, 2003*

Notification to authors: *May 12, 2003*

Camera-ready final papers due: *July 8, 2003*

Conference Organizers

Program Chair

Gregory Neil Shapiro, *Sendmail, Inc.*

Program Committee

Jason Evans, *Apple Computer, Inc.*

Sam Leffler, *Errno Consulting*

Michael Lucas, *FreeBSD Documentation Project*

Kostas Magoutis, *Harvard University*

Todd C. Miller, *OpenBSD*

Donn M. Seeley, *Wind River Systems*

Bill Squier, *NetBSD*

Gregory Sutter, *Daemon News*

Robert Watson, *NAI Labs, FreeBSD Project*

Christos Zoulas, *NetBSD*

Overview

The Berkeley Software Distributions (BSDs) represent one of the oldest and most vigorous streams of Open Source software.

Together, OpenBSD, FreeBSD, NetBSD, Darwin, Mac OS X, and BSD/OS represent millions of servers and desktops. The BSD operating systems have long been part of the backbone of the Internet in everything from embedded applications to large server installations, and will soon be widely deployed on consumer desktops. If you want to develop cutting-edge network applications, then BSDCon is the place to be. Meet the movers and shakers of the BSD community, and learn how you can use BSD as part of your enterprise-grade solutions.

This is the fourth BSDCon and the second to be sponsored by the USENIX Association. Two days of tutorials will precede two and a half days of technical sessions. The combination of a technical track, invited talks, tutorials, Birds-of-a-Feather sessions, and Work-in-Progress reports provide an opportunity for

people of all experience levels to learn from BSD experts, professionals with real world experience, and industry leaders.

Technical Sessions, September 10-12, 2003

Two and a half days of technical sessions feature refereed papers and invited talks by community experts and leaders. Refereed papers are from the community and can win cash and prizes. Papers are published in the Proceedings which are provided to all conference attendees. Refereed papers present problems and solutions in all areas from kernel internals to real world practical experience.

BSDCon seeks refereed papers on topics related to BSD-derived systems and the Open Source world. Topics of interest include but are not limited to:

- Embedded BSD application development and deployment
- Real world experiences using BSD systems
- Using BSD in a mixed OS environment
- Comparison with non-BSD operating systems; technical, practical, licensing (GPL vs. BSD)
- Tracking open source development on non-BSD systems
- BSD on the desktop
- I/O subsystem and device driver development
- SMP and kernel threads
- Kernel enhancements
- Internet and networking services
- Security
- Performance analysis and tuning
- System administration
- Future of BSD

Selection will be based on the quality of the written submission and whether the work is of interest to the community. Please see the detailed author guidelines on the Web site, including sample extended abstracts and final papers: <http://www.usenix.org/events/bsdcon03/cfp/guidelines.html>.

Best Paper Awards

The USENIX Association will award cash prizes at the conference for the both the best overall paper and the best paper by a student.

How To Submit

The initial submission must be in the form of an extended abstract between 2 and 5 pages long. Submissions which are not of this form will be returned for resubmission. Submissions should be written from a strong technical background and should clearly demonstrate that:

- There is a significant problem being solved or a real world experience being demonstrated.
- There is active work being done.
- There is enough progress to make a complete written submission.
- There is data proving either the success or failure of any claims.

Extended abstracts must be received by April 1, 2003. Full papers will not be accepted without an extended abstract. Abstracts and papers should be submitted electronically in ASCII, Postscript, or PDF format via our Web form (available on the conference Web site). If you have questions or encounter problems, please send electronic mail to the program chair at bsdconchair@usenix.org.

Include appropriate references to establish that you are familiar with related work, and where possible, provide detailed data to establish that you have a working implementation or measurement tool. Submissions will be judged on the quality of the written submission and whether or not the work is of interest to the community. Papers of a business development or marketing nature are not appropriate for submission.

Papers submitted to BSDCon should be new papers, not previously read at other conferences. Likewise, accepted papers should not be presented at other conferences after BSDCon without new art. All papers should be considered 'open source', and as such, non-disclosure agreements and other limits will require us to return the paper. All submissions are held in the highest confidentiality prior to publication in the Proceedings, both as a matter of policy and in accord with the U.S. Copyright Act of 1976 (Title 17, U.S. Code, Section 102).

Authors will be notified by May 12, 2003. All accepted submissions will be expected to produce a final paper for publication in the proceedings and electronic files for the conference Web site by the July 8, 2003 deadline. The final paper should describe work that has been completed as of the time of their submission. Members of the program committee will help shepherd authors through the writing process prior to final acceptance for publication in the proceedings.

Each accepted paper must be presented by at least one author. Final papers are limited to 12 pages, including diagrams, figures,

and appendices. It is understood that the state of the art advances at rapid pace. Presentations should, where possible, take into account changes since the publication due date.

Please see the detailed author guidelines on the Web site, including sample extended abstracts and final papers: <http://www.usenix.org/cfp/guidelines.html>. To discuss potential submissions and for inquiries regarding the content of the conference program, contact the program chair at bsdconchair@usenix.org.

Invited Talks

These presentations and discussions highlight the hottest new developments in the BSD world as well as real world experiences. These talks may range from highly technical to survey-style presentations and range over many timely and interesting topics. We welcome suggestions for topics and request proposals for particular talks. In your proposal state the main focus, including a brief outline, and be sure to emphasize why your topic is of interest to the BSD community. Please submit all proposals and suggestions by email to bsdconinvited@usenix.org.

Tutorials, September 8-9, 2003

BSDCon offers full and half-day tutorials on a range of topics from experts in the BSD community. Topics range from how the kernel works to administering and securing BSD systems.

To provide the best possible tutorial offerings, we continually solicit proposals for new tutorials. If you are interested in presenting a tutorial, please send email to bsdcontutorials@usenix.org.

Birds-of-a-Feather Sessions (BoFs)

Birds-of-a-Feather sessions (BoFs) are very informal gatherings organized by attendees and for attendees interested in a particular topic. BoFs are held in the evenings and may be scheduled in advance by sending email to conference@usenix.org. They may also be scheduled at the conference.

Work-In-Progress Reports

Do you have interesting work you would like to share, or a cool idea that is not yet ready to be published? The USENIX audience provides valuable discussion and feedback. We are particularly interested in presentation of student work. To schedule your short report, send email to bsdconwips@usenix.org.

Program and Registration Information

Complete program and registration information will be available in June 2003 at the Conference Web site at <http://www.usenix.org/events/bsdcon03>. The information will be available in both html and a printable PDF file.