

2nd Workshop on Real, Large Distributed Systems (WORLDS '05)

Sponsored by USENIX, the Advanced Computing Systems Association

<http://www.usenix.org/worlds05/cfp>

December 13, 2005

San Francisco, California, USA

Co-located with the 4th USENIX Conference on File and Storage Technologies (FAST '05), December 14–16, 2005

Important Dates

Paper submissions due: *August 15, 2005, 11:59 p.m. PDT (Extended Deadline)*

Notification to authors: *September 13, 2005*

Demo submissions due: *October 17, 2005*

Final papers due: *October 17, 2005*

Conference Organizers

Program Co-Chairs

Brad Karp, *Intel Research Pittsburgh and Carnegie Mellon University*

Vivek Pai, *Princeton University*

Program Committee

David Andersen, *Carnegie Mellon University*

Mary Baker, *Hewlett-Packard Labs*

Mic Bowman, *Intel*

Ramesh Govindan, *University of Southern California*

Adriana Iamnitchi, *Duke University*

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Eddie Kohler, *University of California, Los Angeles*

Steve Muir, *Princeton University*

Jitendra Padhye, *Microsoft Research*

Sean Rhea, *University of California, Berkeley, and Massachusetts Institute of Technology*

Timothy Roscoe, *Intel Research Berkeley*

Ant Rowstron, *Microsoft Research, Cambridge*

Neil Spring, *University of Maryland*

Overview

The 2nd 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 running 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 they 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 are spread over a large number of sites.

Submitting a Paper

Submissions should be at most 5 U.S. Letter pages long, two-column format, using 10-point type on 12-point (single-spaced) leading within a 6.5" x 9" text block. 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. Submit your paper via the Web form at <http://www.usenix.org/worlds05/cfp>.

Online copies of the position papers will be made available before the workshop. Final versions will be due after the workshop, so that authors can incorporate workshop feedback.

Demo Session

This year WORLDS will feature a demo session, in which researchers will have the opportunity to demonstrate the real, running distributed systems they have built. Authors who have their full 5-page workshop papers accepted will automatically have the opportunity to present a demo. Others who wish to present a demo should submit a single-page demo description that (a) concretely describes the research problem solved by the system to be demonstrated and (b) concretely describes what will be shown at the demo. Submit your demo via the Web form at <http://www.usenix.org/worlds05/cfp>.

Awards

We expect to offer both a best paper award and a best demo award, to the best accepted 5-page paper and the best demo presented in the demo session, respectively.