

# 3rd Workshop on Real, Large Distributed Systems (WORLDS '06)

Sponsored by USENIX, the Advanced Computing Systems Association

<http://www.usenix.org/worlds06>

November 5, 2006

Seattle, WA, USA

Co-located with the 7th Symposium on Operating Systems Design and Implementation (OSDI '06), which will take place November 6–8, 2006

## Important Dates

**The paper submission deadline has been extended to July 14, 2006, 11:59 p.m. PDT. Submissions must be registered and uploaded by July 7, 2006, 11:59 p.m. PDT, using the Web form at <http://www.usenix.org/worlds06/cfp>, but may be revised until the extended deadline.**

Paper registration due: *July 7, 2006, 11:59 p.m. PDT*

Final paper submissions due: *July 14, 2006, 11:59 p.m. PDT*

Notification to authors: *August 8, 2006*

Demo submissions due: *September 11, 2006*

Final papers due: *September 8, 2006*

## Conference Organizers

### Program Co-Chairs

David Andersen, *Carnegie Mellon University*

Neil Spring, *University of Maryland*

### Program Committee

Mike Afergan, *Akamai*

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Dan Rubenstein, *Columbia University*

Martin Swamy, *University of Delaware*

Matt Welsh, *Harvard University*

Janet Wiener, *Hewlett-Packard*

Ming Zhang, *Microsoft Research*

## Overview

The 3rd 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 and a subset of the OSDI attendees, with the number of non-contributors limited to encourage lively discussion between the participants.

*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, or research directions to share with the community that will stimulate discussion at the workshop. Submit your paper via the Web form at <http://www.usenix.org/worlds06/cfp>.

Online copies of the position papers will be made available before the workshop to registered attendees and will be added to the USENIX proceedings library after the workshop. Participants may update their papers to incorporate workshop feedback.

**USENIX policy on simultaneous paper submission:** Simultaneous submission of the same work to multiple venues, submission of previously published work, and plagiarism constitute dishonesty or fraud. USENIX, like other scientific and technical conferences and journals, prohibits these practices and may, on the recommendation of a program chair, take action against authors who have committed them. In some cases, program committees may share information about submitted papers with other conference chairs and journal editors to ensure the

integrity of papers under consideration. If a violation of these principles is found, sanctions may include, but are not limited to, barring the authors from submitting to or participating in USENIX conferences for a set period, contacting the authors' institutions, and publicizing the details of the case.

Authors uncertain whether their submission meets USENIX's guidelines should contact the program chairs, [worlds06chairs@usenix.org](mailto:worlds06chairs@usenix.org), or the USENIX office, [submissionpolicy@usenix.org](mailto:submissionpolicy@usenix.org).

## Demo Session

This year, WORLDS will again 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 be granted 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/worlds06/cfp>.

## Awards

We expect to offer both a best paper award and a best demo award.