



## CALL FOR PAPERS

### Workshop scope

Computers creating a peer-to-peer (P2P) network act as both client and server, relaying messages to neighbouring computers. This removes the need for centralised servers and creates a self-contained overlay network on top of networked infrastructures. With the increasing penetration of wireless and mobile devices using the P2P technologies, new challenges and research opportunities are brought, including responsiveness and adaptation to enable services meeting user requirements, energy efficiency, heterogeneity, location and situation awareness, etc.

We are interested in visionary, experimental, system-related and work in-progress papers in the area of mobile P2P computing including architectures, protocols and applications towards enabling mobile P2P including the support for heterogeneous network access, peer management, location management, security and privacy issues, social mobile P2P applications, among the others.

### Call for papers

Authors are invited to submit papers for presentation at the workshop, being held in conjunction with the IWCMC 2009 in Leipzig, Germany (<http://iwcmc.com/>). Papers (no more than 6 camera-ready pages, 10 pt font in IEEE transactions format) should present novel perspectives within the general scope of the workshop (see below). Only original papers that have not been published or submitted for publication elsewhere can be submitted. Papers in excess of page limits shall not be considered for review or publication. All papers must include title, complete contact information for all authors, abstract, and keywords on the cover page. The corresponding author must be clearly identified. Submissions are managed via EDAS: <http://edas.info/newPaper.php?c=6827>. Accepted papers will be published in the Proceedings of IWCMC 2009, which will be included in the ACM/IEEE Digital Library (pending approval).

Poster papers are an opportunity to present initial results and obtain feedback on on-going research. We also welcome submissions for demonstrations that showcase original research, practical implementations and realistic applications of mobile P2P computing. Poster/demo papers must be restricted to 2 camera-ready pages.

We also welcome submissions for demonstrations and/or videos that showcase original research, practical implementations and realistic applications of mobile P2P computing.

Topics of interest for the workshop include (but are not limited to):

- Overlay architectures and topologies
- Routing in P2P systems
- Heterogeneous network access
- Mobility in P2P systems
- Energy efficiency
- Quality of Service and Quality of Experience
- P2P applications and services
- Location discovery and location management
- Location aware content delivery
- Social mobile P2P applications
- Security and privacy issues in P2P systems
- Mobile data management

### Co-chairs

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