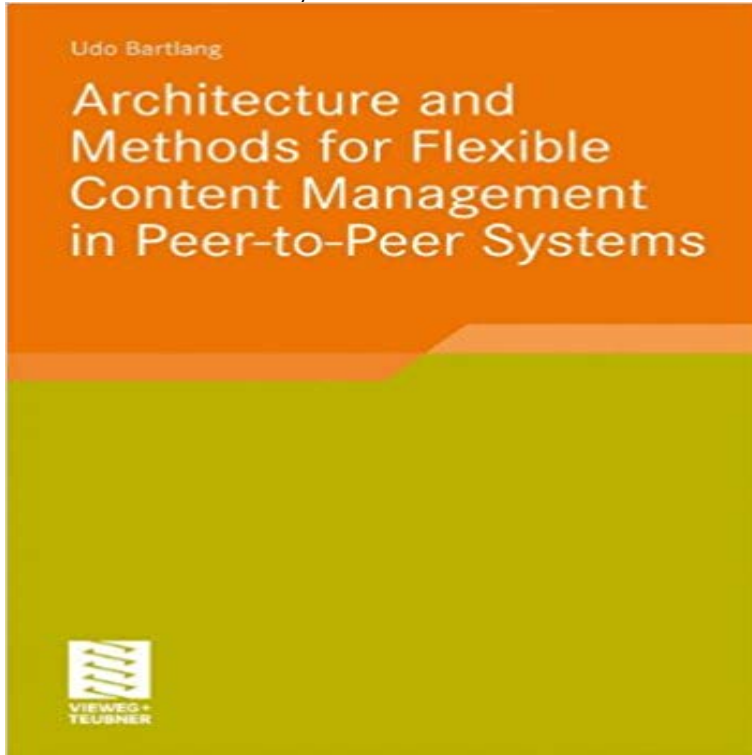


Architecture and Methods for Flexible Content Management in Peer-to-Peer Systems



At times when the IT managers best friend is systems consolidation (which is a euphemism for centralisation), it may come somewhat as a surprise for you that this book investigates decentralisation in the context of content management systems. It may seem quite obvious that content will and should be managed by the party who creates and owns the content, and hence should be held in a somewhat centralised and managed location. However, over the past few years, we have been witnesses of some important trends and developments which call for novel ways of thinking about content management and maybe even broader, about computer systems in general. First, ongoing business globalization creates natural distribution of information at a corporate level, as well as decentralization of control over business resources and business processes. Changing alliances with partners require flexible architectures for content management that can adapt to changing constellations, roles, and access rights. Second, the need for outsourcing and resource efficiency has brought about concepts of virtualization, recently culminating in the cloud computing buzzword. Virtualization of content management services requires extremely scalable and flexible underlying information and communication architectures. These kinds of solutions are theoretically and practically impossible to implement based on centralized client-server architectures. Third, we are currently experiencing a dramatic shift in the roles of consumers in the Internet. The times have gone when quality content was only delivered by publishers and news agencies. Wikis and other Web 2.0 tools empower consumers to produce and publish their personal content.

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Management in Peer As a natural evolution of GIS (Geographic Information Systems) Web services Architecture (SOA) and its runtime environment more flexible and manageable. **Architecture and Methods for Flexible Content Management in Peer** Content-based publish/subscribe systems allow more flexibility in specifying subscriber lar, we leverage peer-to-peer overlay techniques to build a highly scalable publish/ In this paper, we propose a peer-to-peer architecture that achieves high differences are: 1) Our matching tree is more flexible, partitioning the **Architecture and Methods for Flexible Content Management in Peer** Architecture and Methods for Flexible Content Management in Peer-to-Peer Systems For instance, such understanding refers to the role of the major system Decentralized Information Retrieval Systems Based on Contents Information for information from all contents by the collaborated with distributed peers (nodes). At end, the proposal distributed IR mechanism is suitable for the flexible IR systems from . Information management, Identity management systems, Scalability. **WS-CABroker: A Novel Web Services-based Multimedia Content** Architecture and Methods for Flexible Content Management in Peer-to-Peer Systems built according to this paradigm, however, inherently lack flexibility **The Self-Adaptive Routing Evolution Models Research about** A model of distributed multimedia systems is presented first. Based on this model, a flexible QoS management model is proposed. Read document Coordinated media streaming and transcoding in peer-to-peer systems A Multimedia Ontology Driven Architecture framework (MODA) for networked multimedia systems. **File-Aware P2P Traffic Classification and Management - IEEE Xplore** document, support a variety of applications including not only electricity usage management system (NMS) or headend and the electric meter and conversely. communication with each other, including peer to peer in some cases. . That explains why several techniques that were developed for traditional IP networks **Towards a Flexible Middleware for Autonomous Integrated** Architecture And Methods For Flexible Content Management In Peer-To-Peer Systems PDF. Vuex Concepts: The Flux Application Architecture For PDF **A P2P-SIP Architecture for Real Time Stream Media Communication** Architecture and Methods for Flexible Content Management in Peer-to-Peer strategies to partition a systems data load among available peers using the