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索引

A

ABC(一种 BT 软件),5.1
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ACM(Association for Computing Machinery, 计算机协会),9.1.1
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aMule(一种基于 eDonkey 协议的软件),5.1
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Ares P2P(一个基于 Ares 协议的软件),5.1
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Bayeux(UC Berkeley 开发的 P2P 多播应用),1.5,5.1
BearShare(一种基于 Gnutella 协议的软件),5.1
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BitSpirit(比特精灵,一种 BT 软件),5.1
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BootStrap(自举,新结点通过一个 P2P 网络中现存结点来加入网络),3.1.2,4.2.2

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Byzantine Protocol (拜占庭协议), 4. 3. 6, 7. 7. 6

C

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CCC(Cube-Connected-Cycles, 带环立方体), 4. 6. 4
CCIPTV(国产 P2P 网络电视软件), 5. 1
Centralized System(集中式系统), 1. 1
CFS(Cooperative File System, 协同文件系统), 1. 2, 4. 1, 5. 1
CHK(Content-Hash Key, 内容散列标识, 在 Freenet 中用到), 3. 4. 2
Choking Algorithm(阻塞算法, BitTorrent 所使用来优化文件共享情况), 2. 2. 4
Chord(著名的环形 P2P 网络), 1. 2, 4. 1
Churn(搅动, P2P 网络中的结点动态性), 6. 6. 4
Client/Server Model 或 C/S(客户/服务器模式), 1. 1
CMU 或 Carnegie Mellon University(卡内基·梅隆大学), 9. 1. 2
Computer(计算机), 1. 1
computer network(计算机网络), 1. 1
consistency problem(一致性问题), 7. 5
consistent hash function(一致性散列函数), 1. 3, 6. 2. 3
CoolStreaming(P2P 网络电视软件), 5. 1
crash point(崩溃点), 6. 6. 5
crawler(爬虫), 2. 1. 3
Cycloid(基于 CCC 的常数度 P2P 模型), 1. 2, 4. 6. 4

D

DC 或 Direct Connect(一种双层无结构 P2P 协议), 5. 1
DC++(一种双层无结构 P2P 协议), 5. 1

de Bruijn 图(德布罗意图), 4. 6. 3
DHT(Distributed Hash Table, 分布式散列表), 1. 1, 6. 2
digital signature(数字签名), 7. 7. 1
Dijjer(与 BT 非常像, 只是不需要 torrent 文件, 而只需要在规定的 Web 站点放上文件链接), 5. 1
distributed system(分布式系统), 1. 1
Distributed. net(一个分布式计算系统), 1. 5, 5. 1
DNS 或 Domain Name System(域名系统), 4. 2. 2
DoS 攻击(Denial of Service, 服务拒绝攻击), 2. 2. 2, 7. 7. 3

E

eDonkey(电驴, 一种双层无结构 P2P 协议), 1. 2, 3. 3, 5. 2. 2
efficiency bottleneck(效率瓶颈), 1. 3
eMule(电骡, eDonkey 出色的后继), 1. 2, 3. 7, 5. 2. 2
Entropia(营利性质的分布式计算系统), 1. 5, 5. 1
erasure code(冗余编码), 4. 3. 6, 7. 3. 3, 7. 3. 4, 7. 3. 5
eXeem(Tracker 不固定的 BT 协议), 5. 1
expanding ring(扩展环), 3. 5. 2
extension field(扩展域), 7. 3. 3

F

FastTrack(双层无结构 P2P 协议), 1. 2
fault resilience(容错性), 1. 3, 6. 6, 7. 1
fiel(域), 7. 3. 3
file diversion(文件转移), 4. 4. 11
FileTopia(一个安全、高效的文件共享网络), 5. 1
Finger Table(指向表, Chord 的路由表), 4. 1. 2
flash crowds(热点), 7. 4. 4
flexibility(灵活性), 6. 6. 3
flooding(洪泛法), 3. 5. 2

FolderShare(此软件能让用户创建他自己的 P2P 网络,从而与朋友们共享文件),5.1
 fragmentation(分片),2.2.3,7.3
 subfragmentation(子分片),2.2.3
 Freenet(自由网,匿名的无结构 P2P 网络),
 1.2,3.4,5.1
 Free Riding(P2P 网络中结点的“自私”行为——搭便车),2.1.3,3.1.3
 Furthur(能保护版权的 P2P 音乐共享软件),
 5.1

G

Galois Field(GF,Galois 域),7.3.3
 GGF(Global Grid Forum,全球网格论坛),
 9.1.3
 Gia(一种拓扑自适应的无结构 P2P 模型),
 7.4.3
 giFT(支持多种 P2P 协议的中间件),5.1
 Google Talk(Google 公司基于 Jabber 的 XMPP 协议开发的一个用来进行语音呼叫和发送实时消息的软件),1.5,5.1
 Gnucleus(一种基于 Gnutella 协议的软件),
 5.1
 Gnutella(第一个无结构 P2P 网络,也是第二代 P2P 网络一无结构 P2P 体系的代表),
 1.2,3.1
 GPU(Gnutella 全球处理单元),1.5,5.1,
 5.6.1
 Granary(清华大学高性能计算研究所开发的广域网分布式存储系统),1.5,5.1
 Grid(网格),9.4.2
 GT-ITM(Georgia Tech Internetwork Topology Models,一个很好地实现了 Transit-Stub 模型的网络模拟器),8.2.2
 Gtk-Gnutella(一种基于 Gnutella 协议的软件),5.1
 Groove Virtual Office(Groove 虚拟办公室),
 1.2,5.1,5.4.2
 GUID(Global Unique Identifier,全局唯一标识),3.1.2,4.3.7
 guided routing(导向路由),6.3.2

guided search(导向搜索),6.4

H

Hamachi(可为多台计算机提供一个安全的专有 P2P 网络),1.5,5.1
 hash cash(散列支付),7.7.3
 hash function(散列函数),6.2.1
 hash index(散列索引),6.4.2
 heartbeat(心跳),4.3.3
 heterogeneity(异构性),1.4,7.1,7.4.2
 Hilbert coding(希尔伯特特编码),7.5.2
 HMAC(散列报文摘要算法),6.2.1
 HP(惠普公司),9.1.3
 hybrid P2P architecture(混合式 P2P 体系,第一代 P2P 网络),1.1,1.2
 hybrid system(混合式系统),1.1

I

IBM(International Business Machines Corporation,国际商用机器公司),9.1.3
 ICDCS(International Conference on Distributed Computing Systems,国际分布式计算系统会议),9.2.1
 ICNP(International Conference on Network Protocols,国际网络协议会议),9.2.1
 ICPP(International Conference on Parallel Processing,国际并行处理会议),9.2.1
 ICQ(一个很早的实时通信软件,可以看成世界版的 QQ),1.5,5.1
 ID 或 identifier(标识,身份),1.3
 IEEE(Institute of Electrical and Electronics Engineers,电气电子工程师协会),9.1.1
 IEEE Journal on Selected Areas in Communications(IEEE 通信精选领域杂志),
 9.2.2
 IEEE P2P 或 IEEE International Conference on Peer-to-Peer Computing(IEEE 国际 P2P 计算会议),9.2.1
 IEEE Transactions on Parallel and Distributed Systems(IEEE 并行和分布式系统学报),
 9.2.2

IEEE/ACM Transactions on Networking (IEEE/ACM 网络学报), 9. 2. 2

iMesh(支持多种 P2P 协议的中间件), 5. 1

INFOCOM (IEEE Conference on Computer Communications, IEEE 计算机通信会议), 9. 2. 1

Intel(英特尔公司), 9. 1. 3

Internet(互联网、因特网), 1. 1

IPDPS 或 International Parallel and Distributed Processing Symposium(国际并行和分布式处理讨论会), 9. 2. 1

Iphant(一种基于 eDonkey 协议的软件), 5. 1

IPTPS 或 International Workshop on Peer-to-Peer Systems(国际 P2P 系统专题研究组), 9. 2. 1

IRIS 项目 (Infrastructure for Resilient Internet System, 容错的因特网系统架构), 1. 2

ISO/OSI(国际标准化组织/开放系统互联), 1. 1

iSwipe(支持多种 P2P 协议的中间件), 5. 1

J

Jabber(由开放源码组织开发的实时消息传输平台), 1. 5, 5. 1

Jubster(支持多种 P2P 协议的中间件), 5. 1

JXTA(Sun 公司设计的一个开放、通用、互操作的 P2P 开发平台), 1. 5, 5. 1, 5. 8. 2

K

Kademlia(基于异或度量的 P2P 信息系统), 1. 2, 4. 5. 2

KaZaA(一种双层无结构 P2P 网络), 1. 2, 3. 2

KaZaA Lite(KaZaA 软件的扩展版), 5. 1

Kelips(一种 Peer 分组的结构化 P2P 协议), 6. 6

Keyword Search(关键词搜索), 6. 4

KiWi Alpha(支持多种 P2P 协议的中间件), 5. 1

Koorde(整合 Chord、de Bruijn 图的常数度 P2P 模型), 1. 2, 4. 6. 3

KSK 或 Keyword-Signed Key(关键词签名标识, 在 Freenet 中使用), 3. 4. 2

卡盟(国产 P2P 文件共享软件), 5. 1, 5. 2. 4

酷宝(国产 P2P 文件共享软件), 5. 1, 5. 2. 4

酷狗(国产 P2P 文件共享软件), 5. 1, 5. 2. 4

L

leaf set(叶集), 4. 4. 2

LimeWire(一种基于 Gnutella 协议的软件), 5. 1

linear code(线性编码), 7. 3. 3

load balance(负载均衡), 1. 4, 7. 1, 7. 4. 1

location(定位), 3. 5. 2, 6. 3

LTM(Location-aware Topology Matching, 位置意识的拓扑匹配), 7. 5. 5

M

MAC 或 Message Authentication Codes(报文鉴别码), 4. 3. 9

Mammoth(一种基于 FastTrack 协议的软件), 5. 1

MANET(Mobile Ad hoc Network, 移动 Ad hoc 网), 9. 4. 1

Maze(北京大学网络实验室开发的国产 P2P 软件), 1. 5, 5. 1

MD5(一种早期的报文摘要算法), 6. 2. 1

Mercora(一个简单好用的“P2P 电台”), 1. 5, 5. 1

MFC Mute(一种基于 Mute 协议的软件), 5. 1

Microsoft(微软公司), 9. 1. 3

MIT 或 Massachusetts Institute of Technology(麻省理工学院), 9. 1. 2

MLDonkey(支持多种 P2P 协议的中间件), 5. 1

MobileMule(一种基于 eDonkey 协议的软件), 5. 1

Morpheus(一种基于 Gnutella 协议的软件), 5. 1

MSN Messenger(微软公司推出的实时消息软件), 1. 5, 5. 1, 5. 4. 1

MTTF 或 Mean Time To Failure(平均失效时间), 7.3.4
 Mute(具有一定匿名和安全性的 P2P 协议/软件), 5.1
 Mutella(一种基于 Gnutella 协议的软件), 5.1

N

Napster(第一个 P2P 应用系统,也是第一代 P2P 网络—混合式 P2P 体系的代表), 1.2,2.1
 NapShare(一种基于 Mute 协议的软件), 5.1
 NAT 或 Network Address Translator(网络地址转换), 3.2.1,7.6.3
 neighborhood set(邻居集), 4.4.2
 network edge node(网络边缘结点), 1.3
 network edge resource(网络边缘资源), 1.3
 network partitioning(网络分割), 4.5.3, 6.6.6
 No Free Lunch Theorem(没有白吃的午餐定理), 1.1
 node state(结点状态), 1.3,6.6
 nodeID(结点标识), 1.4
 NOSSDAV(ACM International Workshop on Network and Operating System Support for Digital Audio and Video, ACM 数字音频和视频的网络和操作系统支持讨论会), 9.2.1
 NS(The Network Simulator, 开发于 UC Berkeley 的著名网络模拟器), 8.2.2

O

objectID(对象标识), 1.4
 OceanStore(基于 Tapestry 的 P2P 广域数据存取系统), 1.2,4.3,5.1
 one-hop replication(一跳复制), 7.4.3
 Optimistic Unchoking(最优疏通, BitTorrent 阻塞算法的一项策略), 2.2.4
 Open Media Network(开放媒体网络, 被设计用来只发布合法的资源), 5.1
 ordinary node(普通结点), 3.2

OSDI (USENIX Symposium on Operating Systems Design and Implementation, USENIX 操作系统设计和实现讨论会), 9.2.1
 overlay network(覆盖网络), 1.1,6.1
 overlay partitioning(覆盖网分割), 4.5.3, 6.6.6
 Overnet(eDonkey 所使用的分布式搜索网络), 3.3

P

P2P Simulator(P2P 模拟器), 8.1
 P2Pbazaar(P2P 集市, 提供了一个 P2P 方式的电子交易市场), 1.5,5.1
 p2psim(一个著名的通用 P2P 模拟器), 8.2, 8.3
 P2PWG 或 P2P Work Group(P2P 工作组), 9.1.3
 Pandango(美国的新兴搜索引擎设计公司 i5 Digital 依据 P2P 理念开发的商业性搜索引擎), 1.5,5.1
 Pareto efficient(帕累托有效, BitTorrent 阻塞算法的经济学背景), 2.2.4
 Pastry(著名的超立方体结构 P2P 网络), 1.2, 4.4
 PAST(基于 Pastry 的 P2P 归档存储系统), 1.2,4.4,5.1
 Peer-to-Peer Mode(P2P, 对等模式), 1.1
 Peer-to-Peer Network(P2P Network, 对等网络), 1.1
 Peer2Mail(使用 Web 邮箱来存储文件的 P2P 软件), 5.1
 PeerCast(对等广播, 一个不错的 P2P 广播软件), 1.5,5.1
 periodical detection(周期性检测), 1.3
 PGP(Pretty Good Protocol, 一种分布式的电子邮件安全协议), 7.7.1
 Phex(一种基于 Gnutella 协议的软件), 5.1
 Piggybacking(捎带确认), 1.3,4.5.2
 PoCo(国产 P2P 文件共享软件), 1.2,5.1, 5.2.4

PODC (ACM Symposium on Principles of Distributed Computing, ACM 分布式计算原理讨论会), 9. 2. 1
point-to-point(点对点), 1. 1
PoPo(北京网易公司开发的一款实时通信软件), 1. 5, 5. 1, 5. 4. 1
Power-Law Model(幂律模型), 3. 1. 3, 3. 5. 1
PP 点点通(国产 P2P 文件共享软件), 1. 2, 5. 1, 5. 2. 4
PPLive(国产 P2P 网络电视软件), 1. 2, 5. 3. 2
predecessor(前驱), 4. 1. 2
prefix hash tree(前缀散列树), 6. 4. 3
prime field(素域), 7. 3. 3
proportional replication(比例复制), 7. 2. 2
public encryption(公开加密), 7. 7. 1

Q

QQ(深圳腾讯公司开发的 Internet 实时通信软件), 1. 5
QQ 直播(国产 P2P 网络电视软件), 5. 1, 5. 4. 1
Qtella(一种基于 Gnutella 协议的软件), 5. 1
强行攻击, 6. 2. 2

R

random walks(随机走), 3. 5. 2
redundancy(冗余), 1. 3, 6. 6. 2
redundancy level(冗余度), 7. 3. 5
replay attack(重放攻击), 4. 1. 10, 7. 3. 2
replication(复制), 7. 2, 7. 3. 5
replica diversion(副本转移), 4. 4. 11
Reputation(声誉), 7. 6. 4
RIAA(美国唱片业协会), 2. 1. 4
Rice University(Rice 大学), 9. 1. 2
RIPEMD-160(用来改进 MD5 的报文摘要算法), 6. 2. 1
routing(路由), 3. 5. 2, 6. 3
routing indices(路由索引), 6. 4. 1
routing table(路由表), 4. 3. 2, 4. 4. 2
RPC(Remote Procedure Call, 远程过程调

用), 4. 1

RSA(最著名的公开加密算法), 7. 7. 1
RTT(Round Trip Time, 往返时间), 3. 2. 5

S

3LS(3-Level Simulator, 3 层模拟器), 8. 2. 1
Scalability(可扩展性), 1. 3, 7. 1
SCRIBE(Microsoft Research 开发的通用、可扩展的组通信和事件发布系统, 提供应用层多播和任播), 1. 5, 5. 1
Secure Hash Function(安全散列函数), 6. 2. 2
security(安全性), 7. 1
semantic search(语义搜索), 6. 4
Sensornet(Sensor Network, 传感器网络), 9. 4. 1
SETI@Home(由 UC Berkeley 所建立的一项旨在利用连入 Internet 的成千上万台计算机的闲置计算能力搜索外星文明的实验性分布式计算系统), 1. 5, 5. 1, 5. 6. 2
SHA(Secure Hash Algorithm, 安全散列算法), 6. 2. 1
Shareaza(支持多种 P2P 协议的中间件), 5. 1
SIGCOMM(ACM Annual Conference of the Special Interest Group on Data Communication, ACM 数据通信特别兴趣组年会), 9. 2. 1
single point of failure(单点失效), 1. 3
SkipList(跳表), 4. 5. 3
SkipNet(基于跳表的结构化 P2P 模型), 1. 2, 4. 5. 3
Skype(优秀的网络语音传输工具, 也是全球第一家 P2P 即时通讯公司), 1. 2, 5. 1, 5. 3. 1
Small-World Model(小世界模型), 3. 4. 7, 3. 5. 1
Smartcard(智能卡, PAST 安全机制所使用), 4. 4. 9
SOSP(ACM Symposium on Operating Systems Principles, ACM 操作系统原理讨论会), 9. 2. 1

SPAA(ACM Symposium on Parallel Algorithms and Architectures, ACM 并行算法和体系讨论会), 9. 2. 1

SouGood(国产 P2P 文件共享软件), 5. 1

square-root replication(方根复制), 7. 2. 2

SQUIRREL(Microsoft Research 开发的分布式协同 Web 缓存, 使得用户 Web 浏览器之间能共享缓存), 1. 5, 5. 1

SSK(Signed-Subspace Key, 签名子空间标识, 在 Freenet 中用到), 3. 4. 2

stabilization(稳定化), 4. 1. 5

Stanford 或 University of Stanford(斯坦福大学), 9. 1. 2

Stretch(伸展性, 描述 P2P 覆盖网与物理网之间一致性程度), 7. 1

Structured P2P Architecture(结构化 P2P 体系, 第三代 P2P 网络), 1. 1, 1. 2

successor(后继), 4. 1. 2

successor list(后继列表), 4. 1. 6

Sun(Sun 公司), 9. 1. 3

SuperNode(超结点), 1. 2

SuperNode Routing(超结点路由), 3. 5. 2

Swapper(一种基于 Gnutella 协议的软件), 5. 1

Sybil Attack(女巫攻击), 7. 7. 1

symmetric encryption(对称加密), 7. 7. 1

systematic code(系统性编码), 7. 3. 3

T

Tapestry(著名的超立方体结构 P2P 网络), 1. 2, 4. 3

TCP/IP(传输控制协议/因特网协议), 1. 1

text retrieval(文本检索), 6. 4. 2

TinyP2P(用 15 行 Python 代码编写的世界上最短的 P2P 应用软件), 1. 5, 5. 1, 5. 8. 1

token(令牌), 7. 4. 3

topology awareness(拓扑意识), 7. 5

topology structure(拓扑结构), 1. 3, 6. 1

. torrent 文件(BitTorrent 中所使用的种子文

件), 2. 2. 2

Tracker(跟踪者、跟踪服务器, BitTorrent 使用它来维护用户和文件信息), 2. 2. 2

Transit-Stub 模型, 8. 2. 2

Trust(信任), 7. 6. 4

Trusty Files(支持多种 P2P 协议的中间件), 5. 1

TTL 或 Time To Live(生存时间, 跳数限制), 1. 4, 3. 1. 2

tunnel(隧道), 7. 6. 3

TvAnts(电视蚂蚁, 国产 P2P 网络电视软件), 1. 2, 5. 1, 5. 3. 3

U

UC Berkeley (University of California, at Berkeley Division, 加利福尼亚大学伯克利分校), 9. 1. 2

UIUC (University of Illinois at Urbana-Champaign, 伊利诺斯大学香槟分校), 9. 1. 2

UltraPeer(超 Peer, 与超结点本质相同), 1. 2

uniform replication(均匀复制), 7. 2. 2

Unstructured P2P Architecture(无结构 P2P 体系, 第二代 P2P 网络), 1. 1, 1. 2

USENIX 或 Advanced Computing Systems Association(高级计算机系统协会), 9. 1. 1

USITS 或 USENIX Symposium on Internet Technologies and Systems (USENIX 因特网技术和系统讨论会), 9. 2. 1

utilization rate(利用率), 7. 2. 2

V

virtual server(虚拟服务器), 4. 1. 7, 7. 4. 1

Viceroy(基于蝴蝶结构的常数度 P2P 模型), 1. 2, 4. 6. 2

VRR (Virtual Ring Routing, 虚拟环路由), 9. 4. 1

W

Warez P2P(一个基于 Ares 协议的软件), 5. 1

Waste(一个匿名、安全的 P2P 系统),5.1
WMN(Wireless Mesh Network, 无线网状网),9.4.1

X

xMule(一种基于 eDonkey 协议的软件),5.1
Xolox(支持多种 P2P 协议的中间件),5.1
Xolox Ultra(一种基于 Gnutella 协议的软

件),5.1

迅雷(一款基于 P2P 技术的多源下载软件),
1.5,5.1

Z

ZCOM 智通(国产 P2P 网络杂志),5.1,
5.2.4
Zipf-like 分布,7.2.2