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www.jxta.org





The Time Is Right for P2P and Project JXTA

Peer-to-Peer (P2P) is not new. However, the time is *now* right for the broad P2P applications deployment.

The Project JXTA technology lets developers build and deploy P2P solutions more quickly.



Topics

- Peer-to-Peer computing
- Project JXTA technology
- Project JXTA today
- Future directions



What Is Peer-to-Peer (P2P)?

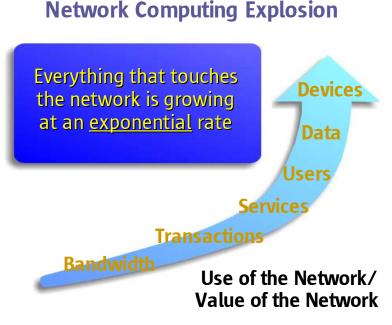
- P2P covers a wide range of applications...
 - Sharing files, distributed search and indexing
 - Sharing CPU and storage resources
 - Instant messaging & devices communicating together
 - Collaborative work (and games)
 - Web services
 - New forms of content distribution, sharing, and delivery
- P2P is not...
 - New or a specific architecture, technology, business model, or market
 - About eliminating servers or centralized services

P2P is about any device easily connecting "directly" to other devices to enable a more cooperative, or social, style of computing.



P2P Makes Sense Now

- More people connected, more data generated
- More nodes on the Internet and wireless Web
- More bandwidth available
- More computing power available (disk, memory, CPU)
- More interesting applications, content, and services
- Edge devices are increasingly providers of resources





Characteristics of Ideal P2P Applications

- Applications best suited for P2P implementation are those where:
 - Centralization is not possible or desired
 - Massive scalability is desired
 - Relationships are transient or ad-hoc
 - Resources are highly distributed
 - Resilience is desired

Their value or performance <u>increases</u> as more nodes participate in the network



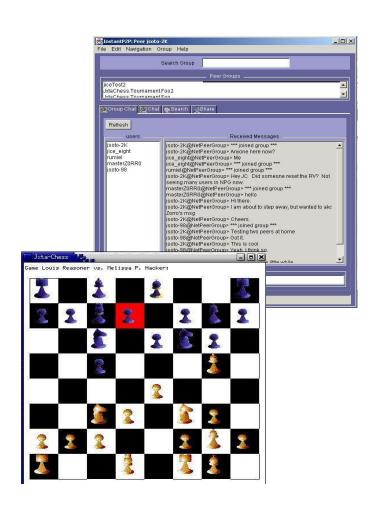
What is Project JXTA?

- An open set of XML-based protocols for creating peer-to-peer style network computing applications and services
 - A virtual network overlay
 - Protocol based -> language, OS, network, and service agnostic technology
 - Defines mechanisms, not policies
 - Open Source project: www.jxta.org



JXTA Enables Classic P2P Applications

- Communications, collaboration, gaming
- Content delivery and sharing networks
- Transactional Web services
- Resource sharing



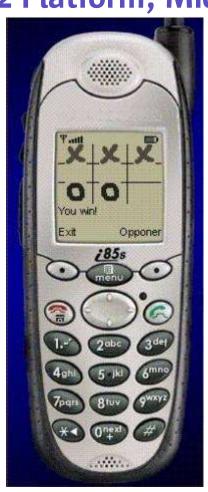


JXTA Sample Applications

Wireless P2P on Java[™] 2 Platform, Micro Edition (J2ME[™])



P2P Messaging
Group and 1:1 Chat



P2P Entertainment
TicTacToe Game



P2P Image Sharing

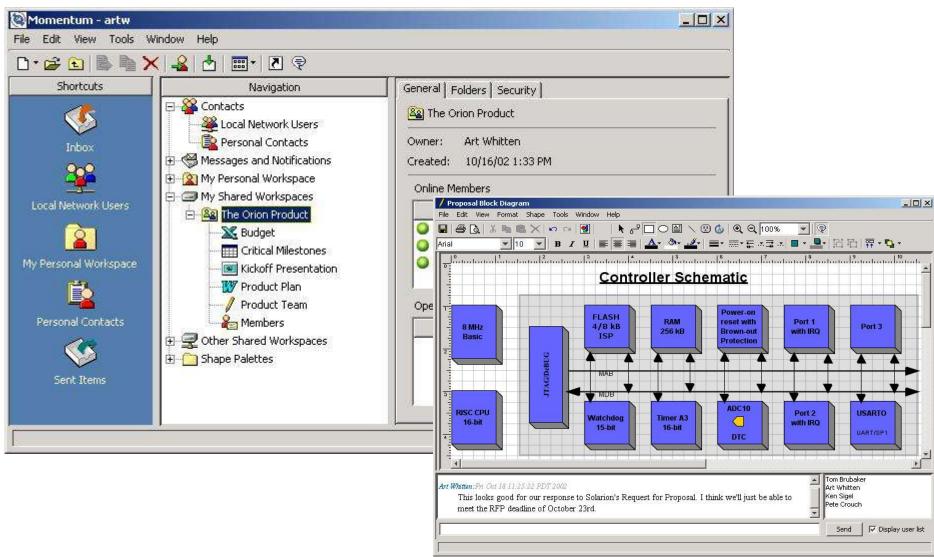


JXTA Sample Applications – myJXTA2 and PicShare



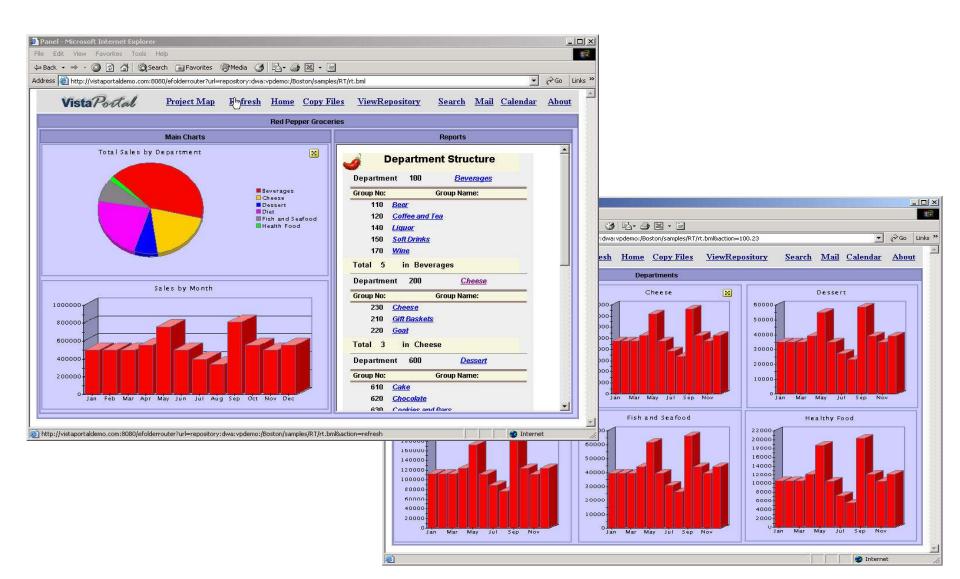


JXTA Sample Applications – Momentum 1.0 by InView Software

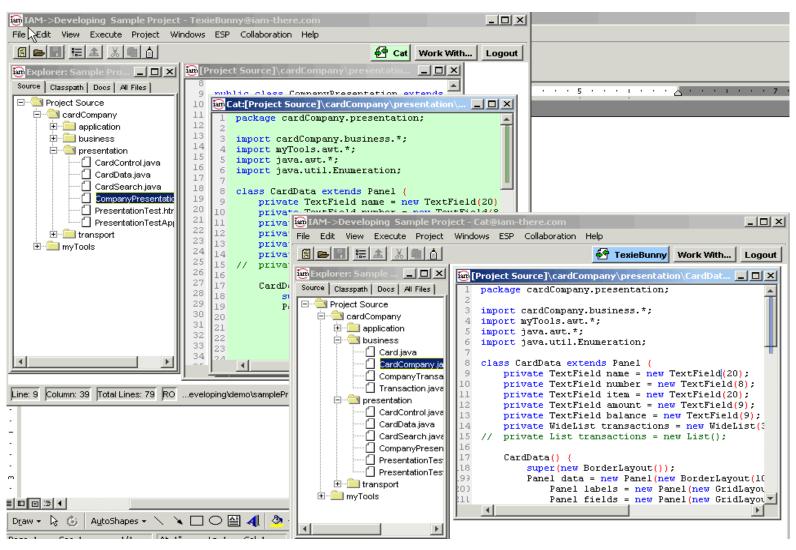




JXTA Sample Applications – VistaPortal



JXTA Sample Applications - Java IDE by Internet Access Methods





Sampling of JXTA Technology Users

















National Association of Convenience Stores



NATIONAL ASSOCIATION OF REALTORS*











Zudha





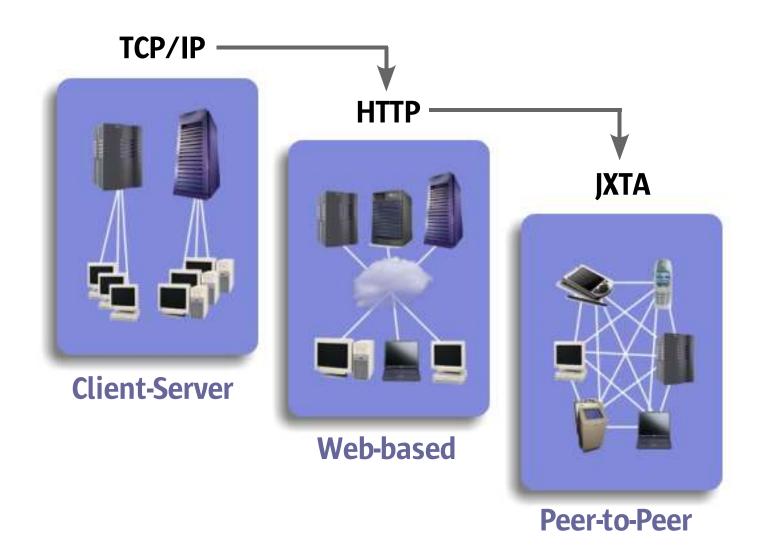






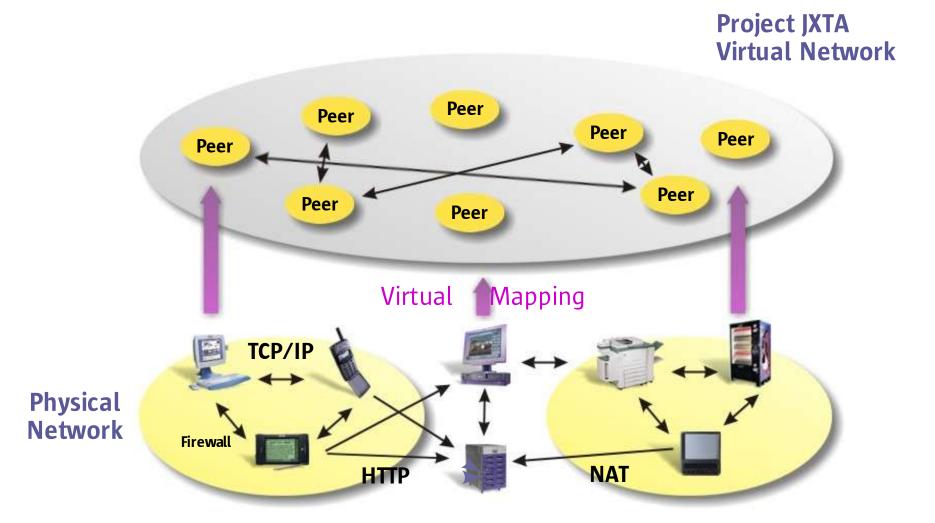


Protocols Drive Distributed Computing





JXTA Virtual Network





JXTA Peer Types

Micro peers











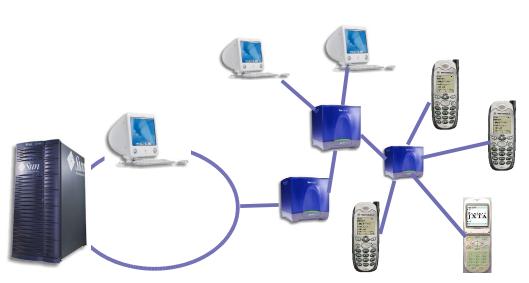






Super peers:

- Rendezvous peer
- Relay peer
- Proxy peer

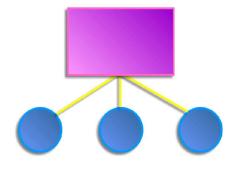




JXTA Technology Objectives

- Interoperability
 - Across different P2P systems and communities
- Platform independence
 - Programming languages, system platforms, and networking platforms
- Ubiquity
 - Every device with a digital heartbeat
- Security and Monitoring
 - For commercial and enterprise deployment

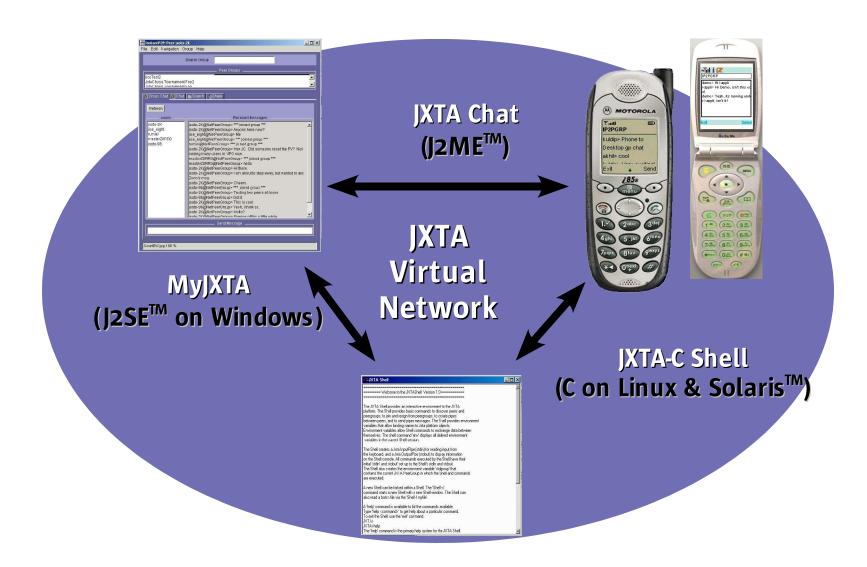






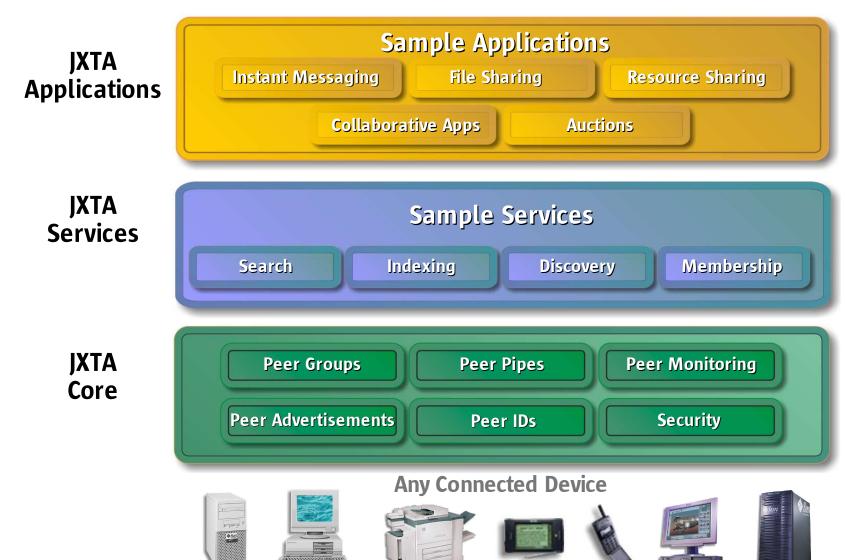


Any Platform, Any Network





JXTA Software Architecture





JXTA Is Based on Protocols

- JXTA defines XML message formats, or protocols, for communication between peers
- Protocols used to discover peers, advertise and discover resources, communicate and route messages, and provide monitoring
- Can be implemented in any language



JXTA Implementation Platforms

- J2SE[™] Implementation
 - Full implementation of JXTA protocols
 - Standard and Super Peer functionality
 - APIs and functionality frozen
- JXTA-C
 - Standard Peer functionality only
 - Runs on Linux, Solaris OE, and Windows
- JXTA for J2ME[™]
 - Micro Peer functionality only
 - MIDP-1.0 compliant
 - Iappli compliant



jxta.org Based on a Proven Open Source Model

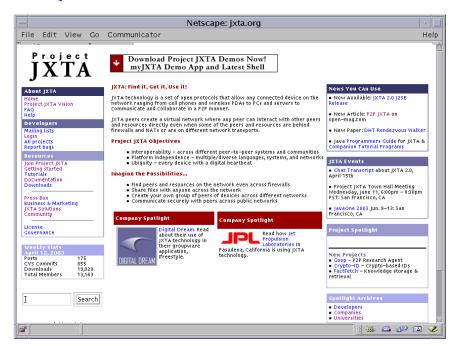
- www.jxta.org
 - All source, projects, docs, examples on-line
- Apache-style software license
 - No barriers to getting started
 - No royalties, no fees, no registration
- Meritocracy
 - The more you've done, the more you can do



JXTA Community Momentum

www.jxta.org (4/2001 - 8/2003)

- 1,350,000+ downloads
- 80+ projects
- 14,000+ members
- Active discussion groups
- Community actively contributing and integrating technology



Please join our efforts!



Looking Ahead

- Enhanced Performance,
 Scalability, and Security
- New services and opportunities
 - E.g. identity, integration with
 Web services, content management,
 digital rights, presence
- Specification standardization through public organization



Problems JXTA Solves

- Provides a set of building blocks and infrastructure that provide a foundation for P2P applications
- Provides an open and interoperable set of protocols that do not have special licensing requirements
- Quick time to market for new products and services



What's In It for Linux Developers?

- Open Source Code! (that works across multiple platforms)
- Faster Time To Market for New Products
- Community of Open Source Developers
- Opportunity to "Steer the Boat"
- Perpetuate the value of Open Source development — Ensure Open Standards for P2P
- Access to Marketing and BD Resources



Summary

- Project JXTA is an open source platform for P2P applications – it is free!
- Project JXTA technology is language, operating system, network, and service agnostic.
- Project JXTA works on any network device from cell phones to super servers
- Project JXTA has a large and active community at http://www.jxta.org



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