

We design and evaluate a new approach for matching in a purely peer-to-peer system. Popular matching algorithms such as stable marriage gather all the preferences and then the matching decisions are made. However, this approach fails in dynamic, unstable, and large distributed systems. We investigate a collaborative and fault-tolerant matching algorithm where peers can freely find and decide the best match by communicating with others. A topology based on the Delaunay triangulation and the simulation environment of the NetSimLan tool proves useful to design and gather promising results of such a scalable and self-organized matching system. This approach could be potentially useful for future usages in the domain of distributed systems.