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Abstract Analysis:

Choose two scientific articles and analyze their abstracts following these examples. (Not all the articles contain the four parts)

Example 1:

Agent-Based Online Quality Measurement Approach in Cloud Computing Environment

by Zhenyu Liu, Tiejiang Liu, Tun Lu, Lizhi Cai, Genxing Yang

2010 IEEE WICACM International Conference on Web Intelligence and Intelligent Agent Technology (2010)

Abstract

What did you do ? Why did you do it? How did you do it? What did you learn?

This paper studies online quality measurement in Cloud Computing environment. The paper analyzes concentration measure evaluation method of the current software quality evaluation system. As is known to all, the existing evaluation technology uses concentrated evaluation before run-time. By testing and analyzing results, the quality is obtained. In this paper, by analyzing the features in Cloud Computing environment, we consider that service-oriented evaluation should be mainly based on runtime online measurement. The paper puts forward agent-based online measure infrastructure, which is evaluated by distributed assessment in service computing environment. A quality model and corresponding online data collection strategy are described. In this approach, the previous quality evaluation, which is concentrated and simulating in a simulated environment, is substituted. Then, a novel measure method of quality data acquisition, which is based on distributed agent technology, is established. So, during online service operation, the obtained data can make measurement results to be accurate and credible.

Example 2:

Architecture of a Context-aware and Adaptive Learning Schedule for

By Jane Yau and Mike Joy

Seventh IEEE International Conference on Advanced Learning Technologies (ICALT 2007)

Abstract

What did you do ? **Why did you do it?** **How did you do it?** **What did you learn?**

Novice programmers require large amounts of time and motivation to learn an object-oriented programming language such as Java. In this paper, the architecture of our Context-aware and Adaptive Learning Schedule (CALSA) tool is described. The tool has been designed to focus initially on supporting first year computer science undergraduate students to become more proficient Java programmers, and makes use of a learning schedule, where the learner inputs their daily activities. Based on this information, the tool is able to automatically determine the contextual features such as the location and available time. The appropriate learning materials are selected for the students according to, firstly, the learner preferences (such as learning styles), and secondly the contextual features (such as the level of concentration).

Example 3:

Agent-based Cloud commerce

by Kwang Mong Sim

IEEM 2009. IEEE International Conference on Industrial Engineering and Engineering Management, 2009.

Abstract

What did you do ? **Why did you do it?** **How did you do it?** **What did you learn?**

In a business model for Cloud Computing, users pay providers for consumption of their computing capabilities. This work proposes an agent-based testbed for bolstering the discovery of cloud resources and SLA negotiation. In the testbed, provider and consumer agents act as intermediaries between providers and consumers. Through a 4-stage resource discovery process (selection, evaluation, filtering, and recommendation), a set of broker agents match consumers' requests to advertisements from providers. Following the matching of requests to resources, consumer and provider agents negotiate for mutually acceptable resource time slots. Empirical results show that broker agents are successful in matching requests to resources, and consumer and provider agents are successful in negotiating for mutually acceptable time slots.

Example 4:

BeeAdHoc: An Energy Efficient Routing Algorithm for Mobile Ad Hoc Networks Inspired by Bee Behavior

by Horst. F. Wedde, Muddassar Farooq, Thorsten Pannenbaecker, Bjoern Vogel, Christian Mueller, Johannes Meth and Rene Jeruschkat
GECCO'05, June 25–29, 2005, Washington, DC, USA. ACM 2005

Abstract

What did you do ?

Why did you do it?

How did you do it?

What did you learn?

In this paper we present BeeAdHoc, a new routing algorithm for energy efficient routing in mobile ad hoc networks. The algorithm is inspired by the foraging principles of honey bees. The algorithm mainly utilizes two types of agents, scouts and foragers, for doing routing in mobile ad hoc networks. BeeAdHoc is a reactive source routing algorithm and it consumes less energy as compared to existing state-of-the-art routing algorithms because it utilizes less control packets to do routing. The results of our extensive simulation experiments show that BeeAdHoc consumes significantly less energy as compared to DSR, AODV, and DSDV, which are state-of-the-art routing algorithms, without making any compromise on traditional performance metrics (packet delivery ratio, delay and throughput).