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Content Computing

Advanced Workshop on Content Computing, AWCC 2004 ZhenJiang, JiangSu, China, November 15-17, 2004 Proceedings



Volume Editors

Chi-Hung Chi National University of Singapore, School of Computing 3 Science Drive 2, Singapore 117543 E-mail: chich@comp.nus.edu.sg

Kwok-Yan Lam Tsinghua University, School of Software Teaching Building, Room 206, Beijing, 100084, PR China E-mail: lamky@mail.tsinghua.edu.cn

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Preface

Welcome to the Advanced Workshop on Content Computing 2004. The focus of this workshop was "Content Computing". It emphasized research areas that facilitate efficient, appropriate dissemination of content to users with the necessary access rights. We use the word "content" instead of "information" or "data" because we want to cover not only raw data but also presentation quality.

The fast growth of the Internet has already made it the key infrastructure for information dissemination, education, business and entertainment. While the client-server model has been the most widely adopted paradigm for the WWW, the desire to provide more value-added services in the delivery layer has led to the concept of an active network, where content-driven, intelligent computation will be performed to provide quality-of-service for content presentation and best-fit client demand. These value-added services typically aim to enhance information security, provide pervasive Internet access, and improve application robustness, system/network performance, knowledge extraction, etc. They are realized by incorporating sophisticated mechanisms at the delivery layer, which is transparent to the content providers and Web surfers. Consequently, the notion of "Content Computing" has emerged. Content computing is a new paradigm for coordinating distributed systems and intelligent networks, based on a peer-to-peer model and with value-added processing of the application-specific contents at the delivery layer. This paradigm is especially useful to pervasive lightweight client devices such as mobile and portable end-user terminals with a wide variation of hardware/software configurations.

This year, the workshop was held in Zhenjiang, Jiangsu, China. We received 194 high-quality papers from 11 regions, namely PR China, Korea, Singapore, Japan, United States, Canada, Australia, Germany, Taiwan, Italy, and Hong Kong. Totally, 62 papers were accepted and presented in the workshop. Among them, 26 papers (13.4%) were long ones and 36 (18.6%) were short ones. The topics covered include mobile code, agent technologies, content sharing, consistency management, networking infrastructures, content-aware security, multimedia content understanding, mining, knowledge extraction, Web services, content retrieval, ontologies, and knowledge conceptualization.

The great success of the workshop is indebted to the hard work of all program and organizing committee members. External helpers assisted in the paper review process so that we could finish on time. We would also like to take this opportunity to thank all who submitted papers to AWCC 2004 for their valued contribution. Last, but not least, we would like to thank Tsinghua University and JiangSu University for their sponsorship.

> Chi-Hung Chi Kwok-Yan Lam

AWCC 2004

Advenced Workshop on Content Computing 2004 ZhenJiang, JiangSu, China November 15–17, 2004

Jointly Organized by Tsinghua University, Beijing, PR China and University of Jiangsu, Zhenjiang, Jiangsu, PR China

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Table of Contents

Session 1: Mobile Code and Agent Technology

Mobility Prediction-Based Wireless Resource Allocation and Reservation Xiaolong Yang, Qianbin Chen, Youju Mao, Keping Long, and Bin Ma	1
An Agent-Enabled Content-Explicit Authorization Model for OGSA-Compliant Grid Yunliang Jiang, Beishui Liao, Yong Liu, and Jun Hu	12
A Predictable Mobile Agent Computation Model and Its Fabric Architecture Yong Liu, Congfu Xu, Zhaohui Wu, and Yunhe Pan	18
A Novel Reverse Rerouting Mechanism in Mobile Wireless Internet Xingwei Wang, Bo Song, Changqing Yuan, and Huang Min	27
An Agents Based Grid Infrastructure of Social Intelligence Jun Hu, Ji Gao, Beishui Liao, and Jiujun Chen	33
Agent Aided Workflow Modeling Jinlei Jiang and Meilin Shi	39
Session 2: Content Sharing and Consistency Managemer	ht.
	10
An Improved Hybrid Method of Maintaining Content Consistency Changming Ma and Daniel Cooke	46
 An Improved Hybrid Method of Maintaining Content Consistency Changming Ma and Daniel Cooke Advanced Architecture for Distributed Systems with a Network Infrastructure Based on CAN and Internet for Content Distribution Juan V. Capella, Alberto Bonastre, and Rafael Ors 	46 58
 An Improved Hybrid Method of Maintaining Content Consistency Changming Ma and Daniel Cooke Advanced Architecture for Distributed Systems with a Network Infrastructure Based on CAN and Internet for Content Distribution Juan V. Capella, Alberto Bonastre, and Rafael Ors Distributed Document Sharing with Text Classification over Content-Addressable Network	46 58 70
 An Improved Hybrid Method of Maintaining Content Consistency Changming Ma and Daniel Cooke Advanced Architecture for Distributed Systems with a Network Infrastructure Based on CAN and Internet for Content Distribution Juan V. Capella, Alberto Bonastre, and Rafael Ors Distributed Document Sharing with Text Classification over Content-Addressable Network	46 58 70 82

Session 3: Networking Infrastructure and Performance

Fractional Gaussian Noise: A Tool of Characterizing Trafficfor Detection Purpose
Performance Analysis of Virtual Time Optimistic Transaction Processing . 104 Cong Liu, Wei Huang, and Zhiguo Zhang
A Measurement-Based TCP Congestion Control Scheme 112 Lihua Song, Haitao Wang, and Ming Chen
 BM-VF-SBD: An Efficient Data Channel Scheduling Algorithm to Support QoS for Optical Burst Switching Networks
A Predictive Controller for AQM Router Supporting TCP with ECN 131 Ruijun Zhu, Haitao Teng, and Weili Hu
Session 4: Content Aware Security (I)
Enhancing the Content of the Intrusion Alerts Using Logic Correlation 137 Liang-Min Wang, Jian-Feng Ma, and Yong-Zhao Zhan
Real-Time Emulation of Intrusion Victim in HoneyFarm
On the Formal Characterization of Covert Channel 155 Shiguang Ju and Xiaoyu Song
Availability Analysis and Comparison of Different Intrusion-Tolerant Systems
Security Analysis of User Efficient Blind Signatures
Session 5: Content Aware Security (II)
A Novel DDoS Attack Detecting Algorithm Based on the Continuous Wavelet Transform
Enhancing the Scalability of the Community Authorization Service for Virtual Organizations

Securing Multicast Groups in Ad Hoc Networks
Improved Privacy-Protecting Proxy Signature Scheme
Improving Security Architecture Development Based on Multiple Criteria Decision Making
Session 6: Multimedia Content
A LSB Substitution Oriented Image Hiding Strategy Using Genetic Algorithms
A Prediction Scheme for Image Vector Quantization Based on Mining Association Rules
Fuzzy Logic-Based Image Retrieval
Deriving Facial Patterns for Specifying Korean Young Men's 3D Virtual Face from Muscle Based Features
A Content-Based Fragile Watermarking Scheme for Image Authentication
Session 7: Content Mining and Knowledge Extraction

A New FP-Tree Algorithm for Mining Frequent Itemsets
Evaluation Incompleteness of Knowledge in Data Mining
The Variable Precision Rough Set Model for Data Mining in Inconsistent Information System
Rule Discovery with Particle Swarm Optimization
Data Mining Service Based on MDA

Chen Ding and Chi-Hung Chi

Session 8: Web Services and Content Applications (I)

Web Service Composition Based on BPWS-Net
Testing Web Services Using Progressive Group Testing
 XFCM – XML Based on Fuzzy Clustering and Merging – Method for Personalized User Profile Based on Recommendation System of Category and Product
Analyzing Web Interfaces of Databases for Retrieving Web Information 331 Jeong-Oog Lee, Myeong-Cheol Ko, Jinsoo Kim, Chang-Joo Moon, Young-Gab Kim, and Hoh Peter In
A New Universally Verifiable and Receipt-Free Electronic Voting Scheme Using One-Way Untappable Channels
Session 9: Web Services and Content Applications (II)
 Ontology-Based Conceptual Modeling of Policy-Driven Control Framework: Oriented to Multi-agent System for Web Services Management
An Approach to Dynamically Reconfiguring Service-Oriented Applications from a Business Perspective
Dynamically Reconfiguring Sitemaps Using RDF
A General Model for Heterogeneous Web Services Integration
Methodology for Semantic Representing of Product Data in XML
Semantic Based Web Services Discovery
Session 10: Content Retrieval and Management (I)
What Are People Looking for in Your Web Page?

The Impact of OCR Accuracy on Automatic Text Classification 403 Guowei Zu, Mayo Murata, Wataru Ohyama, Tetsushi Wakabayashi, and Fumitaka Kimura
TSS: A Hybrid Web Searches
Determining the Number of Probability-Based Clustering: A Hybrid Approach
Categorizing XML Documents Based on Page Styles 422 Jung-Won Lee
Session 11: Content Retrieval and Management (II)
Generating Different Semantic Spaces for Document Classification 430 Jianjiang Lu, Baowen Xu, and Jixiang Jiang
A Component Retrieval Method Based on Facet-Weight Self-learning 437 Xiaoqin Xie, Jie Tang, Juanzi Li, and Kehong Wang
The Algorithm About Division and Reducts of Information System Based on Discernibility Index of Attribute
An Effective Document Classification System Based on Concept Probability Vector
Accuracy Improvement of Automatic Text Classification Based on Feature Transformation and Multi-classifier Combination 463 Xuexian Han, Guowei Zu, Wataru Ohyama, Tetsushi Wakabayashi, and Fumitaka Kimura
Session 12: Ontology and Knowledge Conceptualization
Risk Minimization Based Ontology Mapping 469 Jie Tang, Bang-Yong Liang, Juanzi Li, and Kehong Wang
Evolutionary Parameter Estimation Algorithm for Combined Kernel Function in Support Vector Machine
Enriching Domain Ontology from Domain-Specific Documents with HowNet

A Framework of Extracting Sub-ontology	493
Dabaen Au, Dazhoù Kung, ana stanjiang Du	
Ontology Based Sports Video Annotation and Summary Jian-quan Ouyang, Jin-tao Li, and Yong-dong Zhang	199
Author Index	509