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| Nota di contenuto | Session 1: Mobile Code and Agent Technology -- Mobility Prediction-Based Wireless Resource Allocation and Reservation -- An Agent-Enabled Content-Explicit Authorization Model for OGSA-Compliant Grid -- A Predictable Mobile Agent Computation Model and Its Fabric Architecture -- A Novel Reverse Rerouting Mechanism in Mobile Wireless Internet -- An Agents Based Grid Infrastructure of Social Intelligence -- Agent Aided Workflow Modeling -- Session 2: Content Sharing and Consistency Management -- An Improved Hybrid Method of Maintaining Content Consistency -- Advanced Architecture for |

Distributed Systems with a Network Infrastructure Based on CAN and Internet for Content Distribution -- Distributed Document Sharing with Text Classification over Content-Addressable Network -- Content Distribution Stochastic Fluid Models for Multi-regions P2P Networks -- Construct Campus Peer-to-Peer Networks -- Session 3: Networking Infrastructure and Performance -- Fractional Gaussian Noise: A Tool of Characterizing Traffic for Detection Purpose -- Performance Analysis of Virtual Time Optimistic Transaction Processing -- A Measurement-Based TCP Congestion Control Scheme -- 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 -- Session 4: Content Aware Security (I) -- Enhancing the Content of the Intrusion Alerts Using Logic Correlation -- Real-Time Emulation of Intrusion Victim in HoneyFarm -- On the Formal Characterization of Covert Channel -- 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 -- 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 -- 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 -- TSS: A Hybrid Web Searches -- Determining the Number of Probability-Based Clustering: A Hybrid Approach -- Categorizing XML Documents Based on Page Styles -- Session 11: Content Retrieval and Management (II) -- Generating Different Semantic Spaces for Document Classification -- A Component Retrieval Method Based on Facet-Weight Self-learning -- 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 -- Session 12: Ontology and Knowledge Conceptualization -- Risk Minimization Based Ontology Mapping -- 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 -- Ontology Based Sports Video Annotation and Summary.

Sommario/riassunto

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- \approx t 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.
