Department of Computer Science
University of Cyprus

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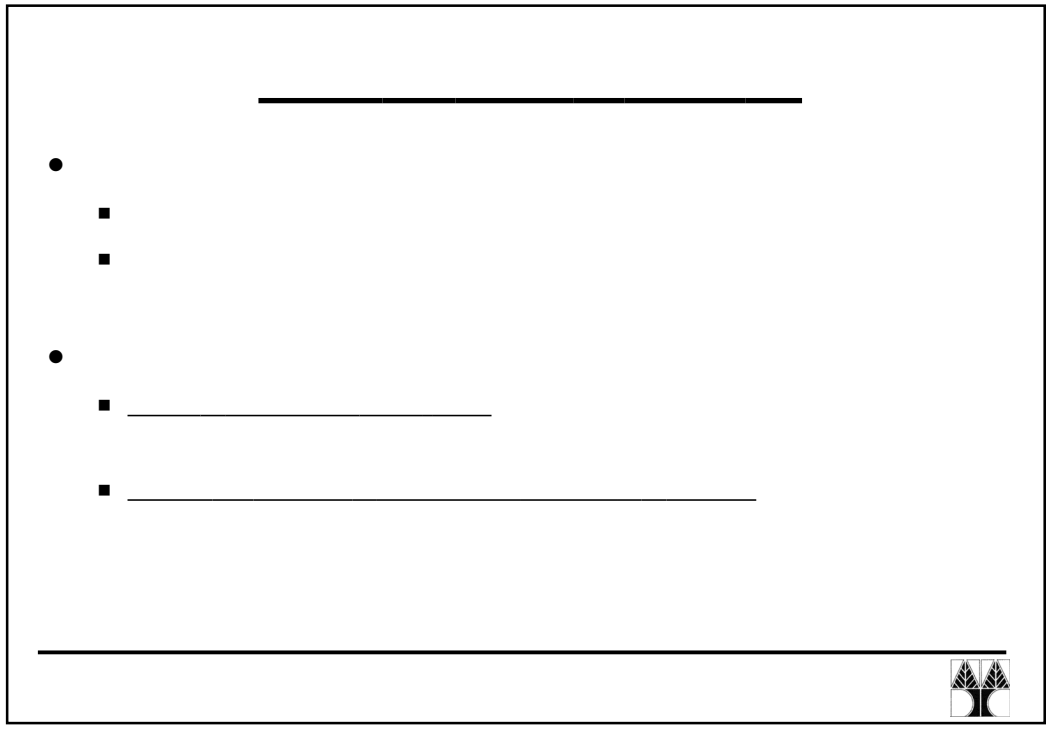

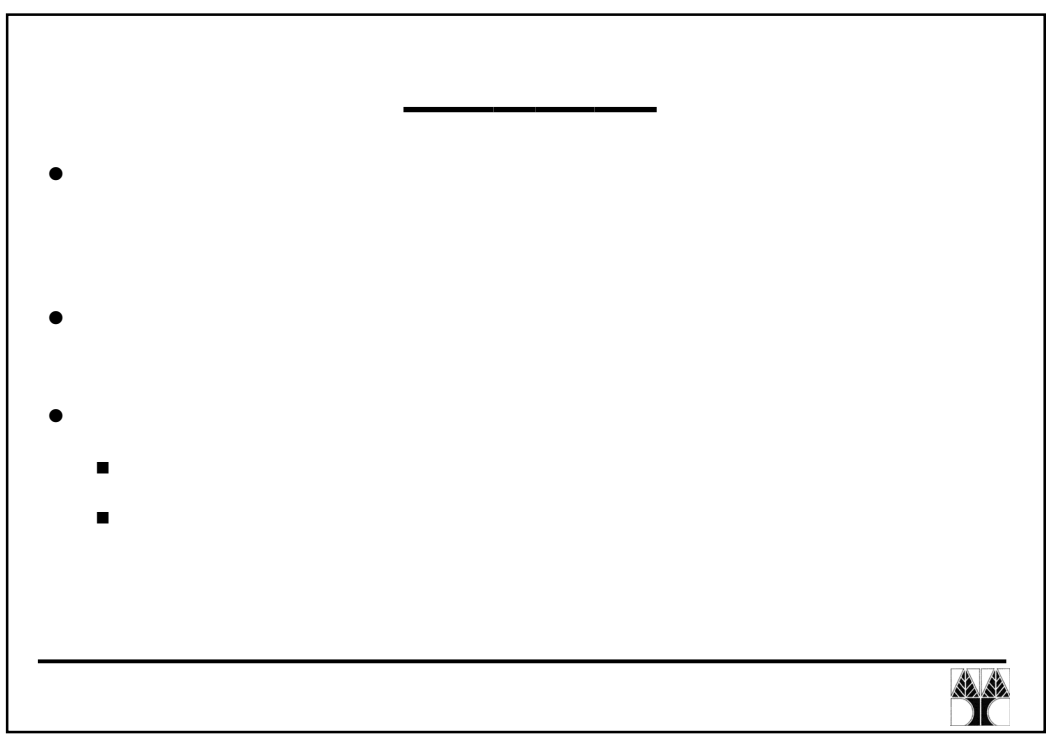

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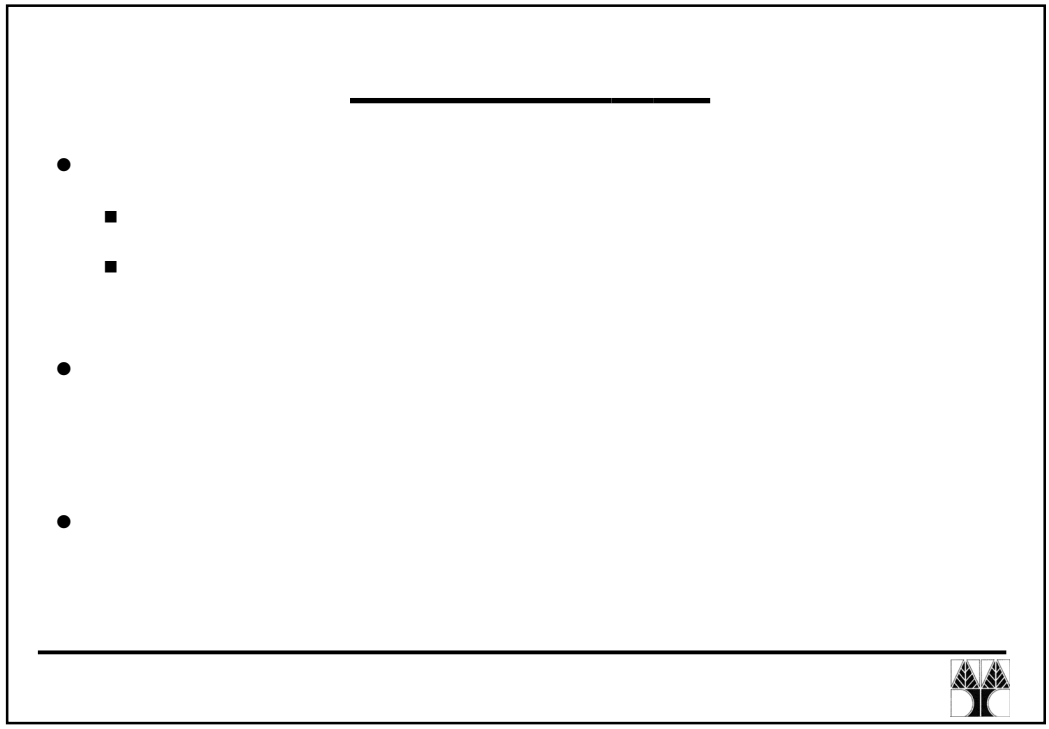

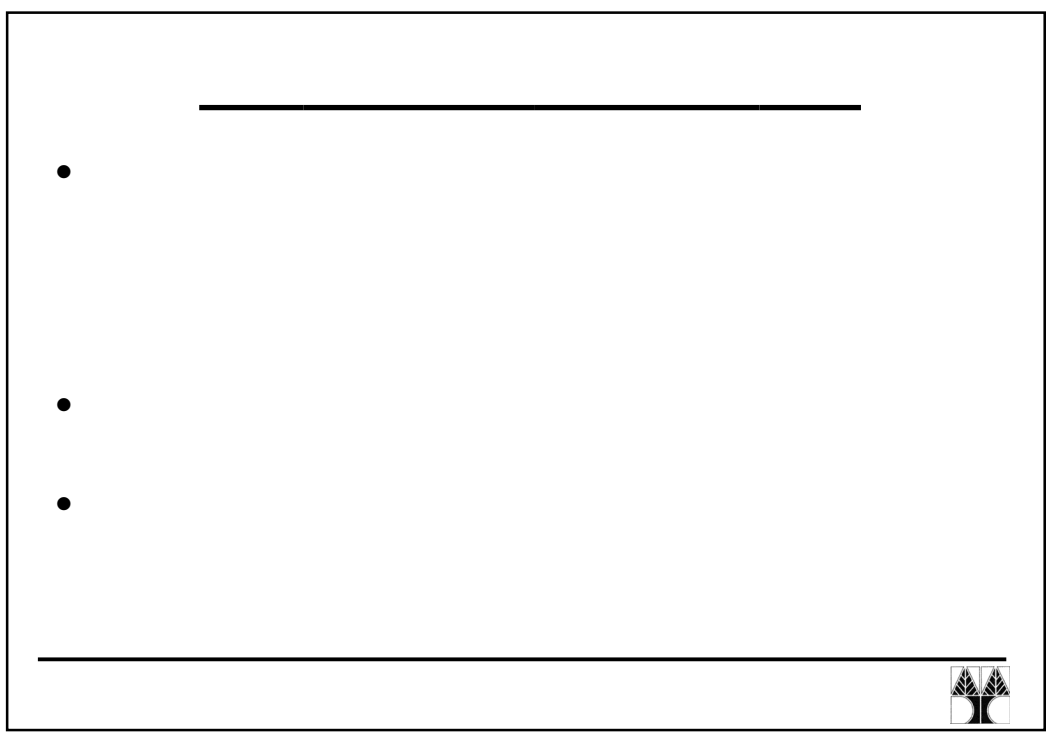

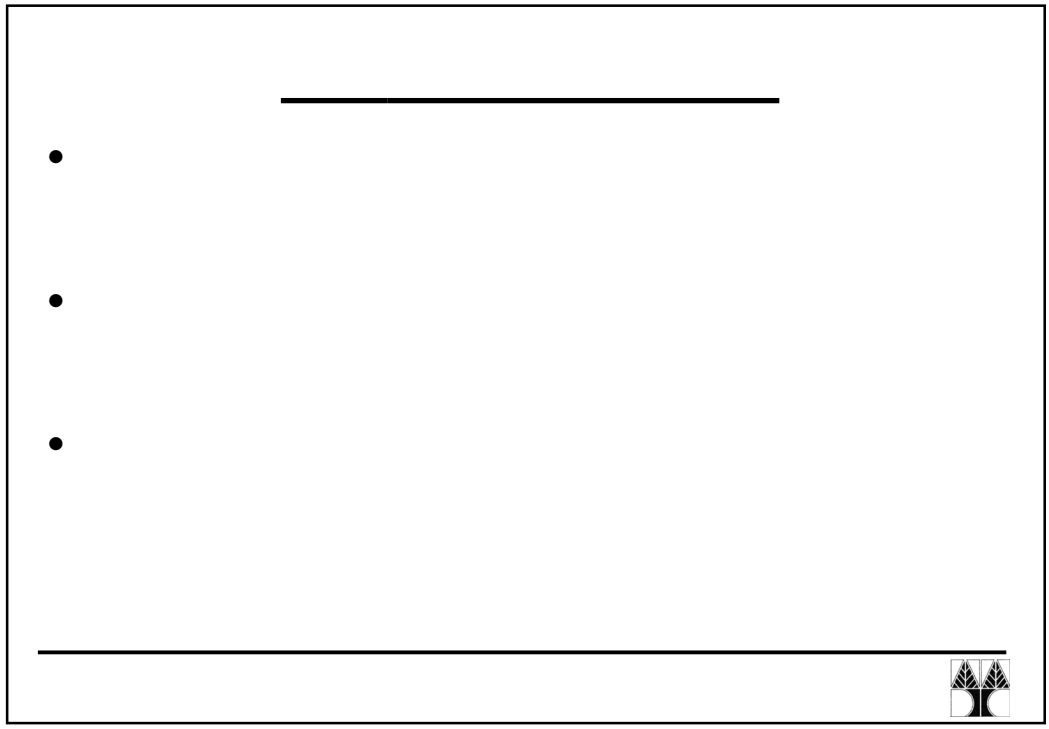

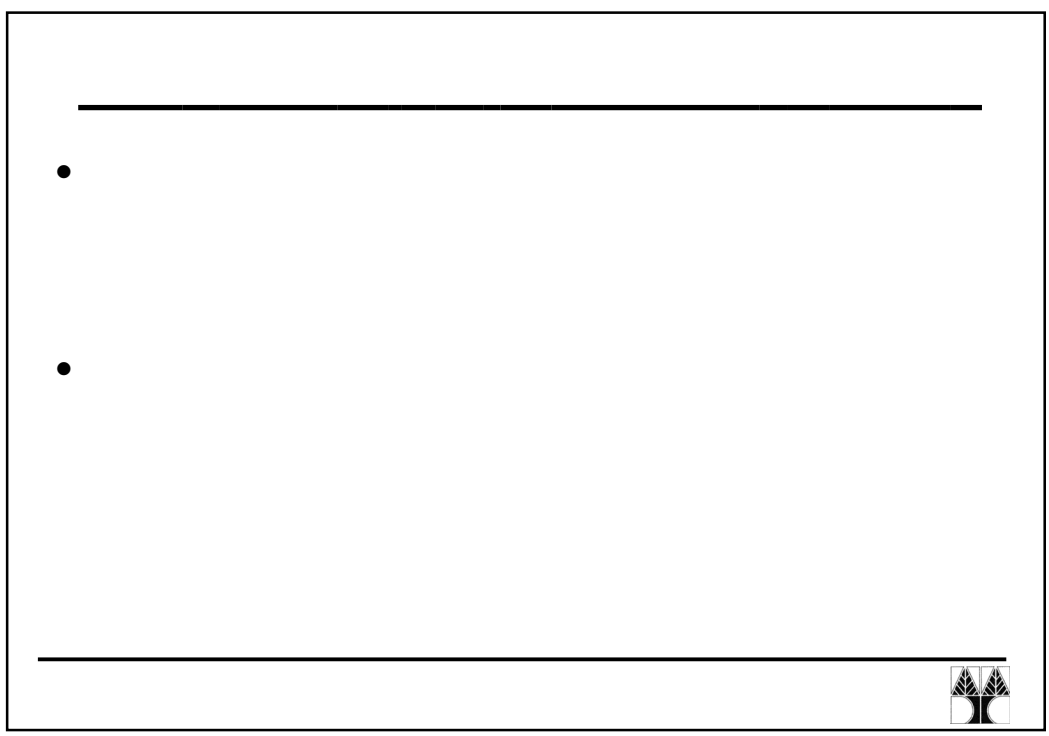

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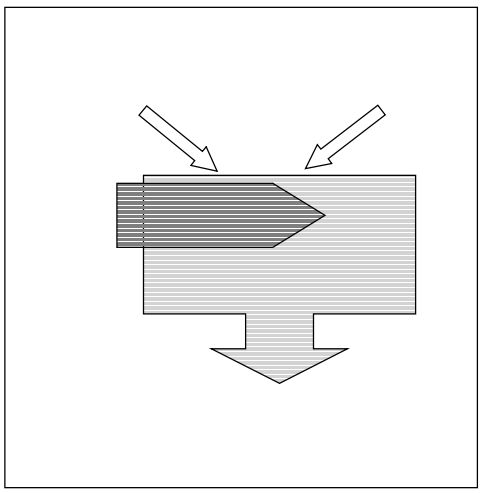

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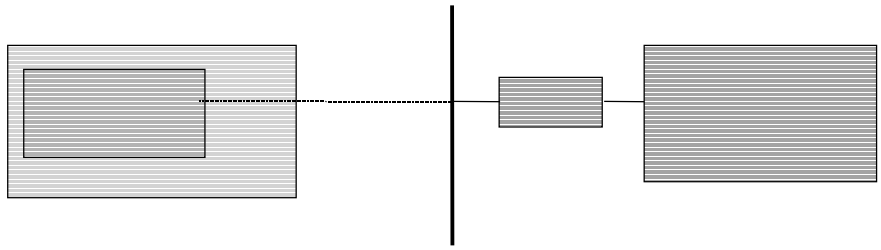

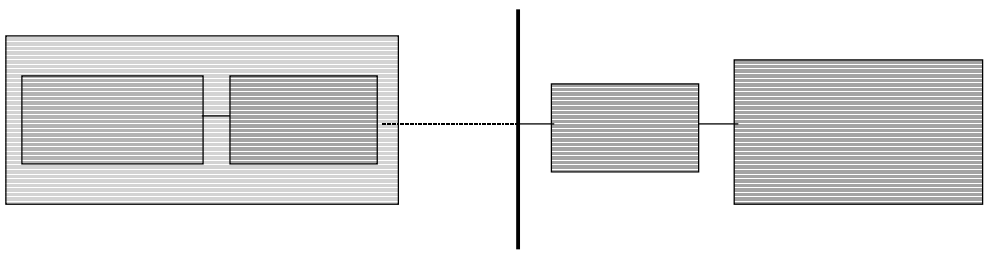

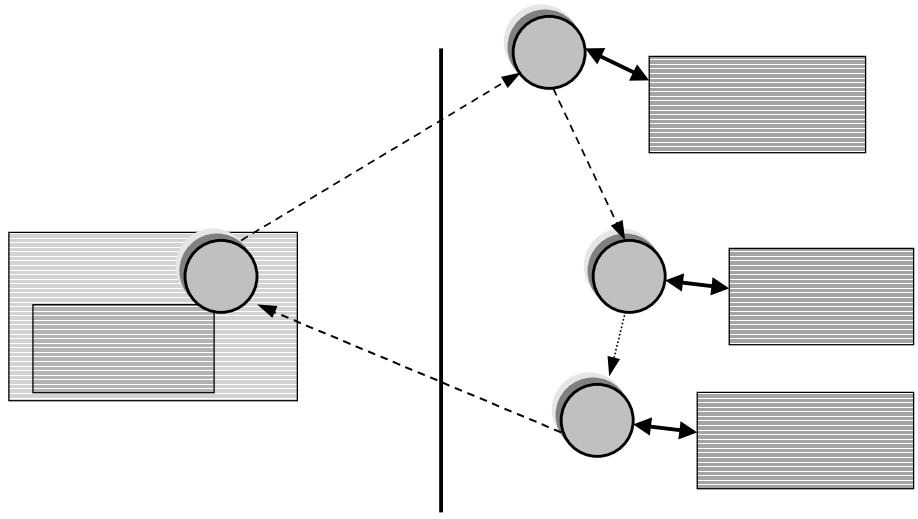

Communication Paradigm	**Interaction Modality between Clients and Servers**			
Messaging	C/S	C/A/S	C/I/S	Mobile Agent Model
Messenger Agents	C/S-MA	C/A/S-MA	C/I/S-MA	

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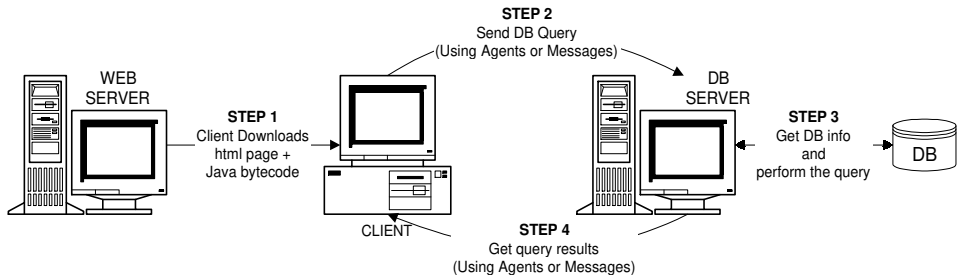
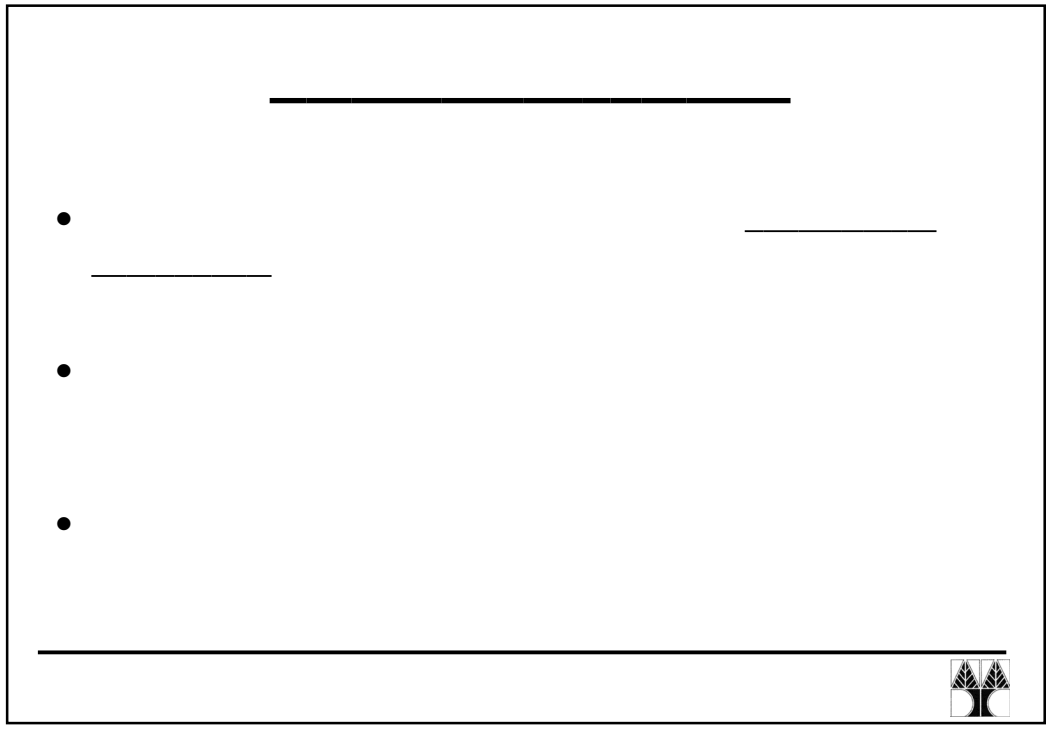
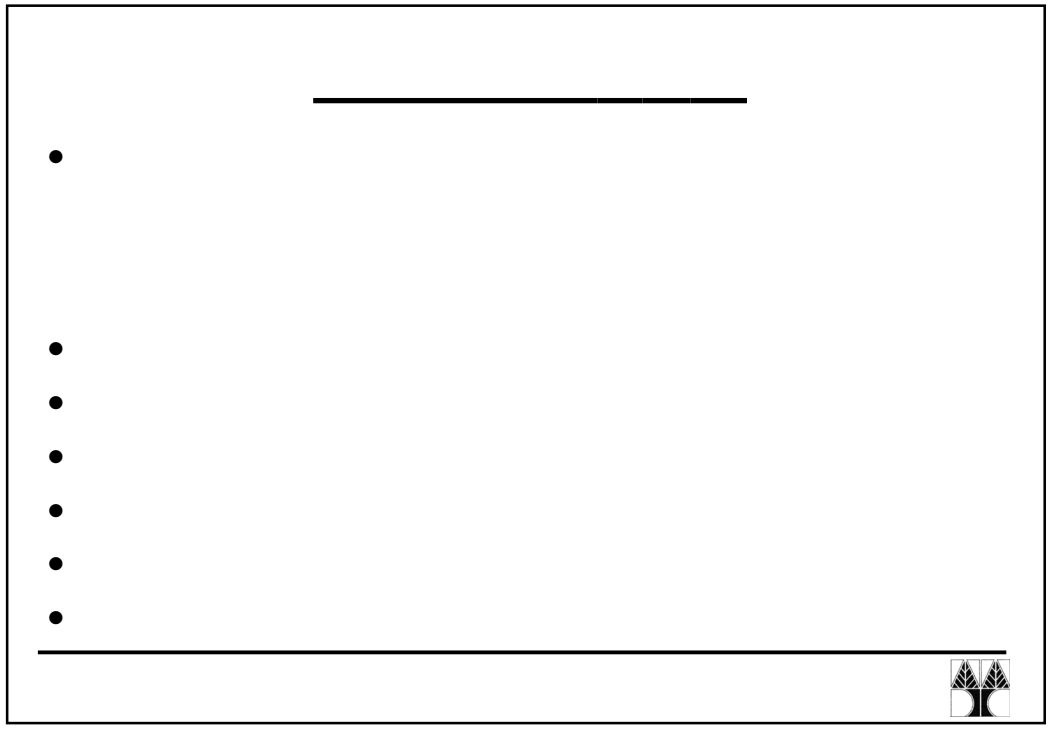
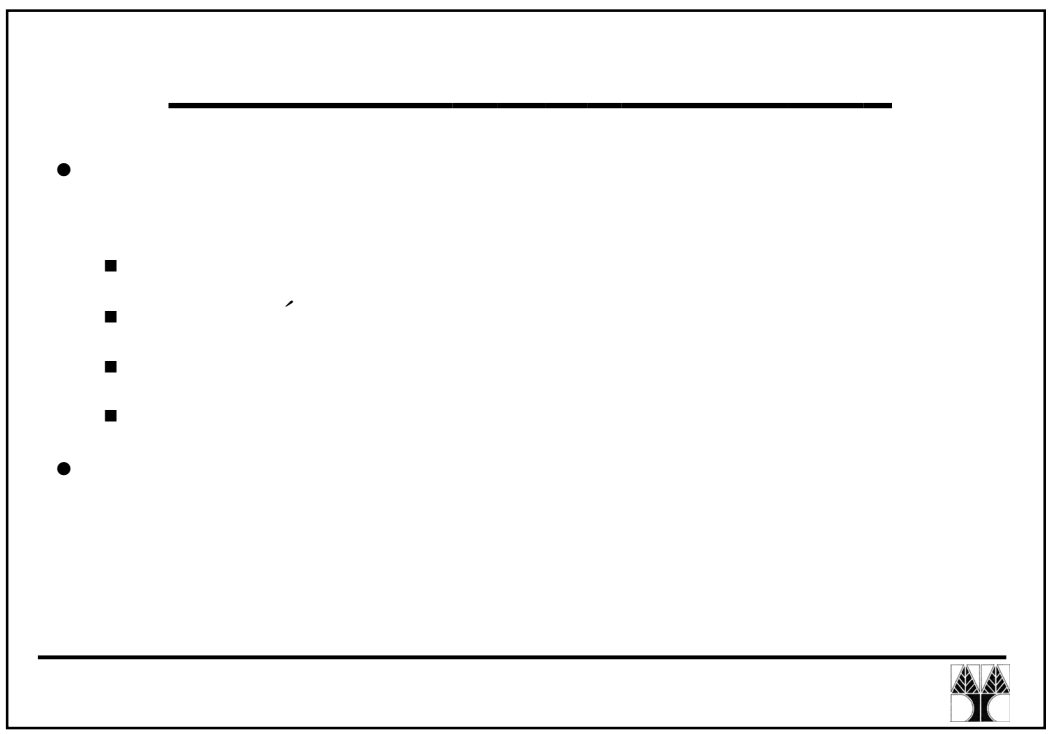

STEP 2
Send DB Query
(Using Agents or Messages)
WEB
SERVER
STEP 1
Client Downloads
html page +
Java bytecode
CLIENT
DB
SERVER
STEP 3
Get DB info
and
perform the query
DB
STEP 4
Get query results
(Using Agents or Messages)







	Timings (in seconds)		
Benchmark	Aglets	Concordia	
[AC/L]	1.3	0.5	*Agent to agent*
[ROAM]	2.0	1.3	
[AC/L]	4.7	5.1	*Applet to agent*
[ROAM]	10.1	7.0	

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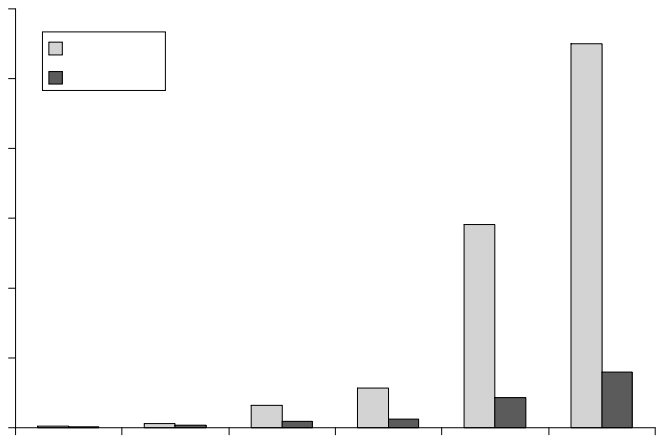

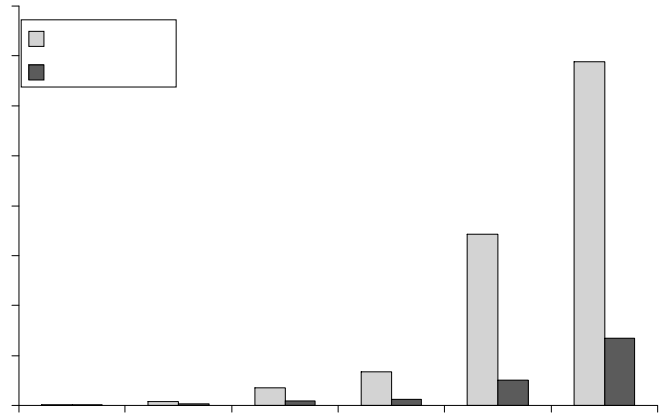

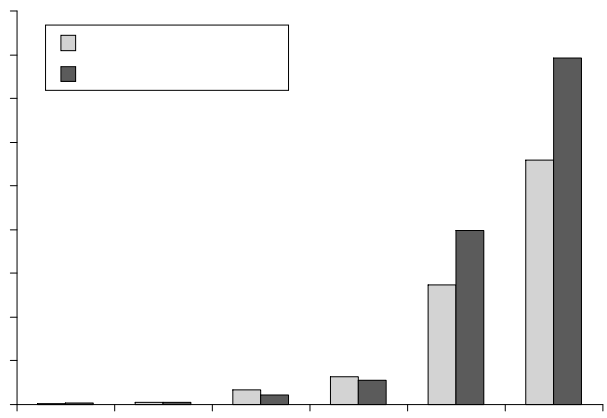

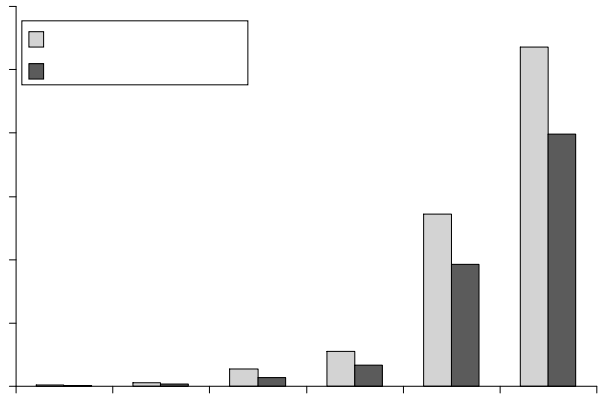

	Timings (in seconds)		
Benchmark	Aglets	Concordia	
[MSG]	0.1	0.6	*Agent to agent*
[SYNCH]	0.4	0.7	
[MSG]	0.8	0.9	*Applet to agent*
[SYNCH]	1.1	1	

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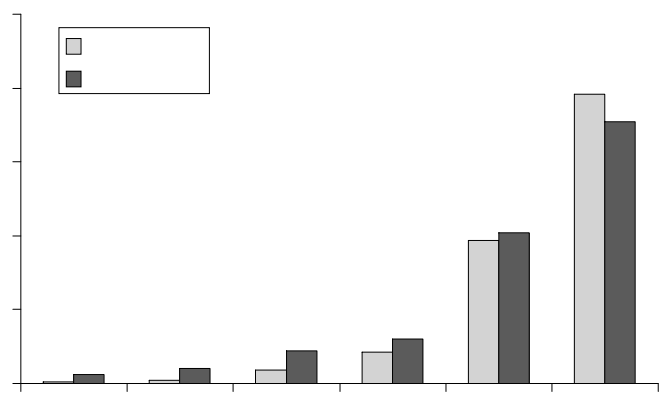
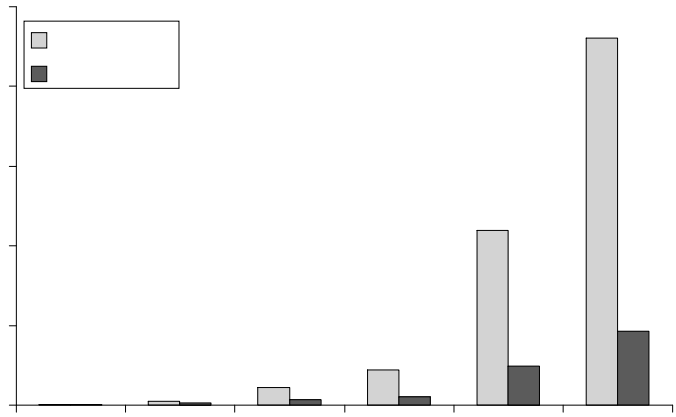
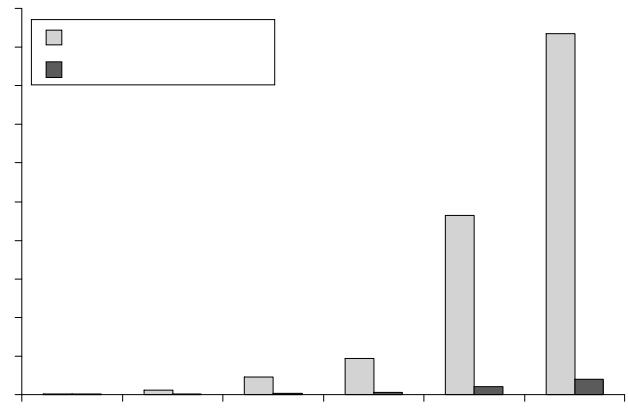
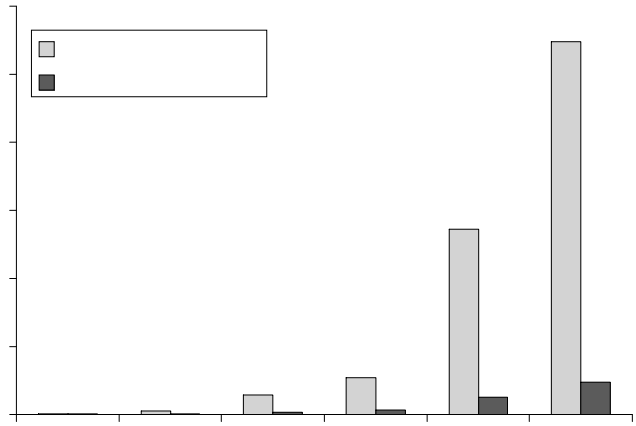
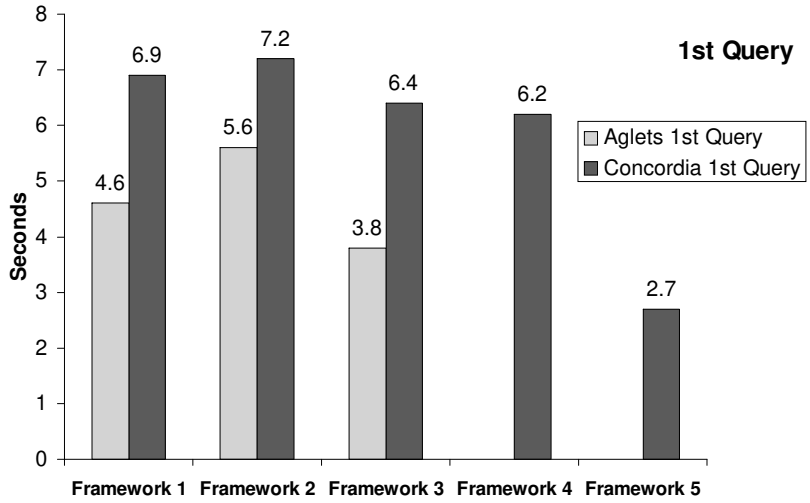


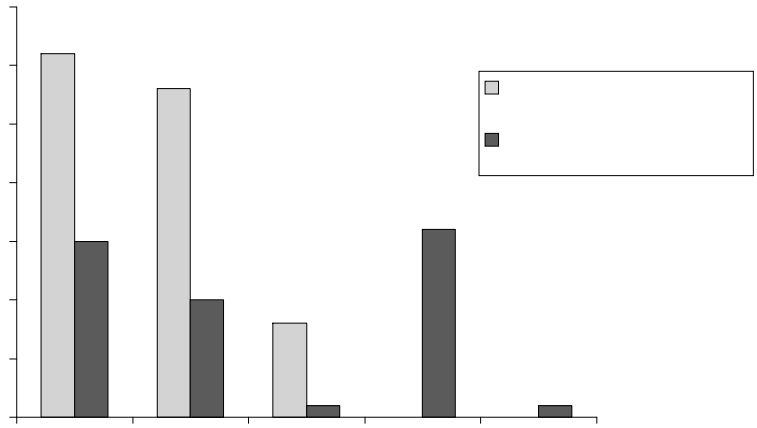
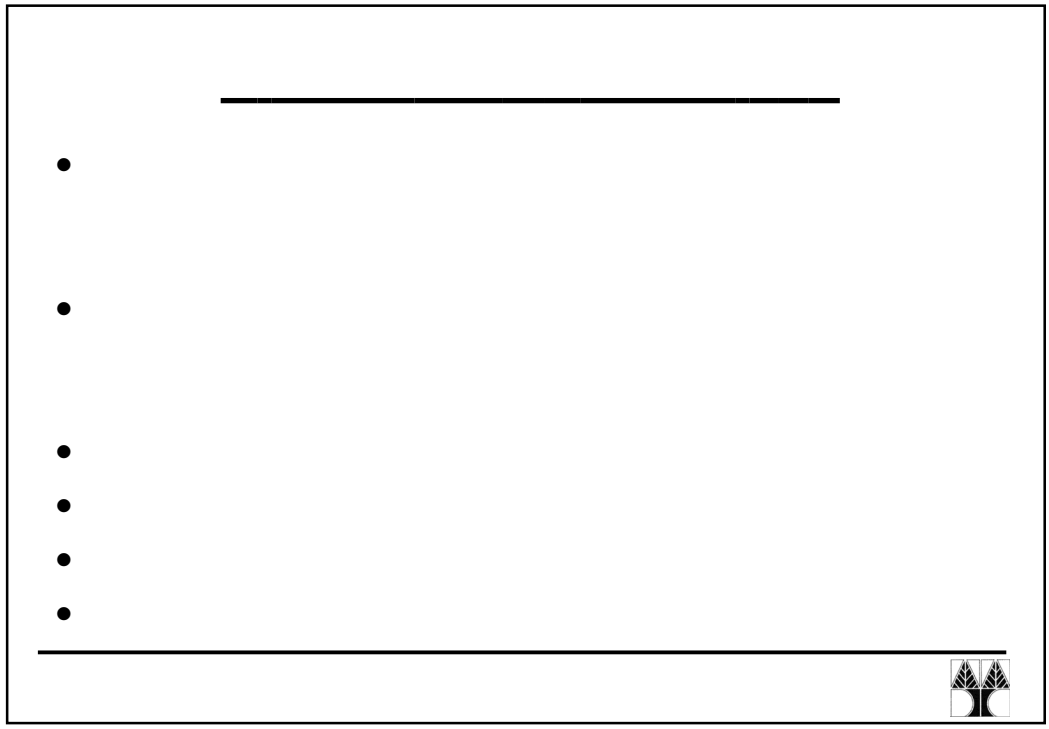
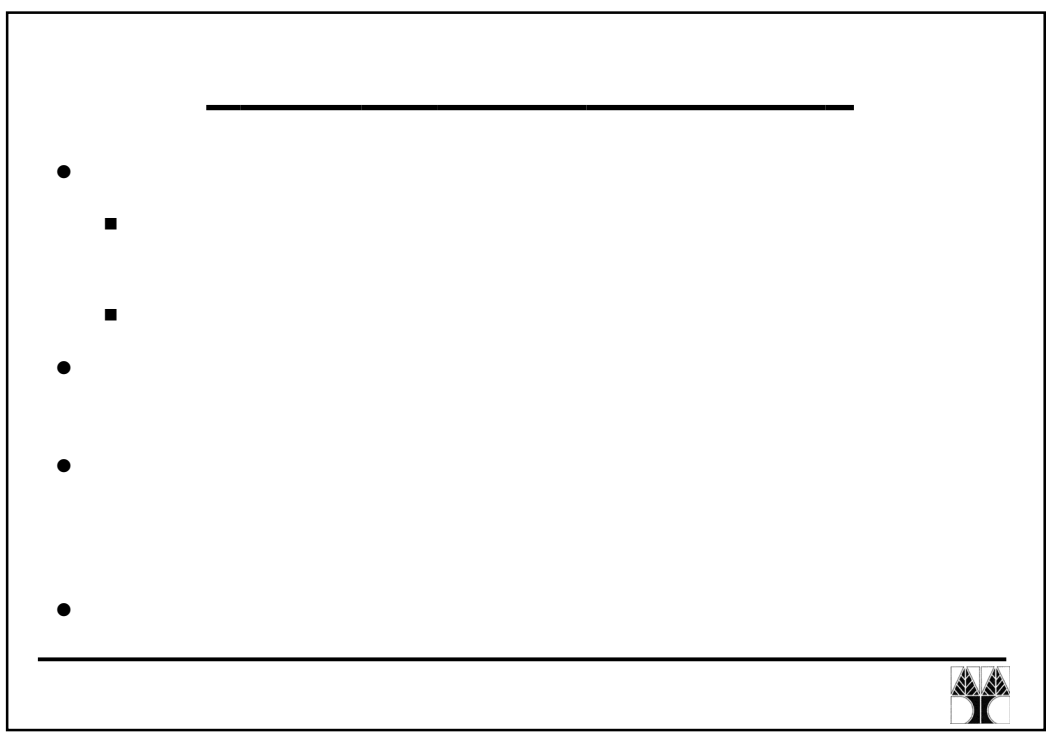






Computing Model	Application Kernel	Comments
C/S-MA	Framework 1	*Baseline*
C/A/S-MA	Framework 2	*Using Messenger Agents*
C/A/S	Framework 3	*Using messages*
C/A/S-MA-CSB	Framework 4	*Using Service Bridges & Messenger Agents*
C/A/S-CSB	Framework 5	*Using Service Bridges and messages*

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