(Overseas Conference)

SAMPLE

様式第1号



(公財)会津地域教育·学術振興財団

理事長 宮森泰弘様

**Address** 

申請者住所 会津若松市一箕町ХХХХ

Affiliation & Grade

申請者所属・学年 コンピュータ理工学研究科 博士前期課程〇年

Name & Student number

申請者氏名(学籍番号) XXXX (m52xxxxx) 印

Phone # & Email Address

連絡先 0242 (xx) xxxx、m52xxxxx@u-aizu.ac.jp

### Purpose of the Application

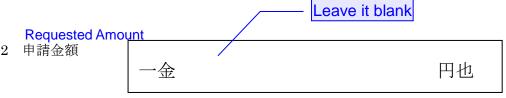
1 申請目的(助成を必要とする理由)

# Please see the accompanying sheet

別添記載の学会にて論文発表を行うため

Leave it as it is

Your seal



### **Accompanying Sheet**

- 3 添付書類
- NOTE: All documents must be accompanied by Japanese translation
- (1) 学会や研究等の内容をまとめた説明書
- (2) 指導教官の推薦文
- (3) 学会の概要(学会 HP、プログラム等)
- (4) 発表受理書 (Acceptance Letter/Email)
- (5) 発表論文の要旨 (A4 用紙 1 枚にまとめたもの)
- (6) 発表論文の全文
- (7) 本人名義の通帳のコピー
- (1) Summary of the conference and research
- (2) Recommendation letter by the research advisor
- (3) Photocopy of the conference program, etc. (Website, Program, etc.)
- (4) Letter/e-mail of acceptance for paper presentation at the conference
- (5) Abstract of the paper (one A4-size page)
- (6) Photocopy of the full text of the paper (in original language)
- (7) Photocopy of your bankbook

# SAMPLE

Accompanying sheet (1), (2) Summary of the conference and research, Endorser from Your academic supervisor

# 添付資料(1)、(2)学会や研究等の内容をまとめた説明書、指導教官の推薦文

# Description of the Conference

1 学会について

この度、私の論文「Security Testing Methods and Its system to Mobile Code (モバイルコードのテスト装置及びテスト手法)」が ICSE2011 (第 33 回ソフトウェアエンジニアリング国際学会) に受理され、学会にて口頭発表することになりました。この会議は、XX月XX日(X) ~XX月XX日(X) の日程で、XXで開催されます。この学会はXXが開催する最大の学会で、XXXXなどの分野における最新の研究についての知見の交換を行います。

# Description of your research

2 研究について

近年では、ブラウザにより提供されるサービスが、単なる文字情報、画像情報だけに限定されなくなっており、自動的にサーバからプログラム(モバイルコードと呼ばれる)をダウンロードして、ブラウザ上でさまざまなコンテンツを楽しむことが可能となっています。モバイルコードは、インターネット上の匿名性の高いサイトから自動的にダウンロードされて、コンピュータで実行されることが多いため、悪意があるモバイルコードや不正なモバイルコードがダウンロードされて実行されてしまう場合も存在します。本研究の目的は、ウェブアプリケーション(ウェブサイト)におけるモバイルコードの脆弱性を自動検知することが可能なモバイルコードテスト装置、モバイルコードテス

Description of the connection between your research and Aizu region (Contribution to Aizu) 地域との関係

ト方法およびモバイルコードテスト用プログラムを提供することを課題としています。

XXについて研究することは、社会的意義のあることと考えています。また、XXすることにより、会津地域におけるIT産業に貢献するものと考えます。

# Endorser from your academic supervisor

4 指導教官の所見

ICSE 国際学会は有名な学会です。この国際学会に出席することはXX君にとって有益であると考えます。その理由の1つは、多くの大学や企業の研究者や専門家と議論することにより、彼の研究において重要なアイディアを発展させ、また検証し直す機会になると考えるからです。2つ目の理由は、ICST 国際学会において、彼が会津大学を他国の研究者に紹介できる点も重要と考えるためです。

私は、この国際学会に出席するため貴財団による助成を受けるにふさわしい学生として彼を推薦します。

Your Name 申請者 XXX XXX 指導教官 (Signature of your academic supervisor 印 Academic Supervisor

Academic Supervisor's seal

Search this si



Accompanying sheet (3) Outline of the Conference (Date, Place, Target Attendees, etc.)

添付資料(3)学会の概要

(e.g.) Photocopy of Website of the Conference



# 33rd International Conference on Software Engineering

Waikiki, Honolulu, Hawaii May 21-28, 2011



# Provide a brief summary of the Conference in Japanese

ICSEは、XX分野に関する第X回国際学会を開催します。

・日時: 20XX年X月X日~X月X日

•場所: XX

・目的: 科学者のためのフォーラム開催、技術者・研究者の議論や意見交換等



Accompanying sheet (4) Letter/e-mail of acceptance for paper presentation at the conference

# 添付資料(4)発表受理書

(a) Photocopy of acceptance letter/email for presentation

### Dear Author:

Congratulations again on the acceptance of your paper at XXX as a full paper .

If you haven't already done so, please check the advance program on the web page to see when your presentation is scheduled. You will be given 25 minutes for presentation including 5 minutes for questions, a total of 30 minutes.

In an effort to ensure high quality presentations at the conference, we have put together a few guidelines for VLHCC'XX presentations. They are at the end of this message. If your needs change regarding the equipment you will need for your presentation, please be sure to let us know.

We're looking forward to hearing your presentation at the conference.

If you are not the author presenting your paper, please forward this message to your co-author who is doing the presentation.

Sincerely Program Chair

#### XXX Presentation Guidelines

- Fonts: You should not use any font smaller than 24 point bold for any item you want the
  audience to actually be able to see. That is a minimum -- larger is even better. For rare
  circumstances such as to label something, 18 point bold may work (but the audience may have
  to squint to see it).
- Colors: If you use colors, make sure they are dark enough and in enough contrast with the background to be visible in a large room seating more than 100 people. If in doubt, try it out first.
- Media: Transparencies, 35 mm slides, and short videos are all encouraged. Live demos are OK in very small snippets only. Here are more details about using live demos:
- Include only very short live demos in your talk: Demos should be limited to a very \_short\_ portion of a talk (no more than 3 minutes). Live demos do not allow the essential points of your paper to be communicated well, and the audience is left unenlightened about what your work is actually contributing. Also please remember that any text in your demo will probably not be readable in a large room. Although demos do not thrive very well in paper presentations, VLHCC'XX encourages demos in other forums. If you have a portable version of your system, please feel free to bring it for one-on-one interactions with other attendees.
- Ocontrol your use of time: We have a careful schedule that has been designed with a number of constraints in mind, and we need to keep to it. The session chairs will be instructed to enforce your time limit. Thus, you should decide in advance which of your topics you will omit if your presentation is moving slower than you expected. One way to do this is to attach sticky notes here and there to your notes or transparencies such as "omit this topic if I've already used 10 minutes" -- and bring a stopwatch that keeps track of the time for you.

Provide Japanese translation of main sentences of the letter/email

おめでとうございます。

第X回のXX国際学会に応募されたあなたの論文が受理されました。

論文番号: XXX



Accompanying sheet (5) Abstract of the paper

## 添付資料(5)発表論文の要旨

**Title of your paper** 論文のタイトル:

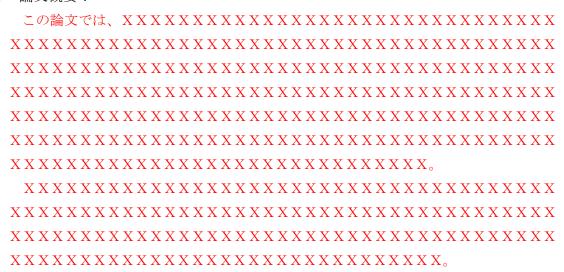
(b) Japanese translation of your paper/abstract <NOTE> Please provide it in **ONE PAGE**)

モバイルコードのテスト装置及びテスト手法

### Abstract of your paper

2 論文概要:

1





# Accompanying sheet (6) Photocopy of the full text of the paper

# 添付資料(6)発表論文の全文

(c) Photocopy of every page of Full Paper

# Is Code Still Moving Around? Looking Back at a Decade of Code Mobility

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#### Abstract

In the mid-nineties, mobile code was on the rise and, in particular, there was a growing interest in autonomously moving code components, called mobile agents. In 1997, we published a paper that introduced the concept of mobile code paradigms, which are design patterns that involve code mobility. The paradigms highlighted the locations of code, resources, and execution as first-class abstractions. This characterization proved useful to frame mobile code designs and technologies, and also as a basis for a quantitative analysis of applications built with them. Ten years later, things have changed considerably. In this paper we present our view of how mobile code evolved and discuss which paradigms succeeded or failed in supporting effectively distributed applications.

### 1 Introduction

In 1997, midway through our doctorate, we presented a paper at the 19th International Conference on Software Engineering (ICSE) about "Designing Distributed Applications with Mobile Code Paradigms" [3]. The research reported there and later included in a more comprehensive paper [6] became, for some of us, an integral part of our doctoral dissertations [12, 19].

Ten years later, our paper was named the *Most Influential Paper from ICSE*'97. We were obviously very pleased with the news—a little less with the implicit realization that ten years had passed. In this decade many things have changed. This paper presents our thoughts on what happened to mobile code paradigms and our view on the current state of the art.

Mobile code and mobile agents were extremely "hot" in the mid '90s, when we wrote our paper. Novel applications and technologies were appearing at a high rate, each time somehow shifting the common-sense notion of what it meant to dynamically move the code (and/or the state) of a program. Indeed, the main contribution of our ICSE'97 paper was precisely to abstract away from the details of technologies and applications, and identify some recurring design paradigms featuring code mobility.

This paper is devoted to the analysis of what happened to code mobility in the last decade. First, in Section 2, we set the scene for the rest of the paper by defining *our* notion of code mobility and related design paradigms. Then, for each paradigm, in sections 3 through 5 we compare the expectations of the research community a decade ago against today's reality. In Section 6, we try to understand *why* things developed the way they did, and in particular we discuss the causes that led to the rise (or fall) of each paradigm. We end the paper in Section 7 with some concluding remarks.

Finally, the reader should be warned that this paper is less of a comprehensive and impartial report, and more of a collection of personal *opinions*, sometimes supported by anecdotal facts and direct experience.

### 2 Code Mobility in a Nutshell

In our ICSE'97 paper we defined code mobility as

the capability to reconfigure dynamically, at runtime, the binding between the software components of the application and their physical location within a computer network [3].

This entails that executable content is moved across the network in order to execute (part of) the functionality of an application. The idea behind mobile code is that by bringing the code close to the resources needed for a certain task it is possible to perform the task in a more effective way.

### 2.1 Mobile Code Technology

Although in principle code mobility could be implemented in an *ad hoc* fashion using standard facilities, dedicated technologies provide the programmer with direct means to transfer code (and possibly state) and automatically execute it. Several technologies were proposed at the time, including new programming languages, extensions to existing ones, and operating system libraries.

# SAMPLE

Accompanying sheet (7) Photocopy of your bankbook

添付資料(7)本人名義の通帳のコピー

(d) Photocopy of the first page of your bankbook

