

2010	September	Courses				
	October					
	November					
	December					
2011	January		Studying Web Services, Game Theory, Mechanism Design and Cooperative Game Concepts			
	February					
	March					
	April					
	May					
	June					
	July					
	August					
	September		Preparation for Comprehensive Exam			
	October					
	November					
	December		Passed the Comprehensive Exam			
	2012	January	Proposed Noval Cooperative Game Theory Base Algorithms, and Started Coding the Simulation			Submitted a Paper to the 10th International Conference on Service Oriented Computing (ICSOC 2012); "Analyzing Coopetition Strategies of Services within Communities" (Accepted)
		February				
		March				
		April				
May						
June						
July						
August		Submitted a Journal Paper to the the International Journal of Web and Grid Services; "A Decision Making Mechanism for Web Services Competitive and Cooperative Strategies within Communities"				
September						
October						
November						
December						
2013	January		Submitted a Paper to 10th International Conference on Services Computing; "Efficient Coalition Formation for Web Services" (Accepted)			
	February					
	March					
	April					
	May				Submitted a Journal Paper to the the International Journal of Web and Grid Services; "A Decision Making Mechanism for Web Services Competitive and Cooperative Strategies within Communities"	
	June					
	July					
	August					
	September	Preparing and writing Ph.D. Proposal	Analyzing convexity condition for Web Service type of linear valuation functions	Analysing and Writing Simulation Code for Kernel, Nucleus, Bargaining Solution Concepts	Developing an open source, Java based Tool, with UI (probably based on JavaFX) for solving Core and Shapely solution concepts based on different input valuation functions.	
	October					
	November					
	December	Ph.D proposal defense				
2014	January	Ph.D. seminar	Approximation algorithm for shapely distribution vector, sutiable for Service Community	Implementing Q-learning and reinforcement learning technique and also a tic-tac-toe based repeated game technique for individual Web Service decision making process, in long term and repeated game scenarios.		
	February			Developing a community membership algorithm technique for our agents in "incomplete information" settings.		
	March					
	April					
	May					
	June					
	July					
	August					
September	Thesis writing and defense					
October						
November						
December						
<div><div></div> Work done<div></div> Work in progress<div></div> Work to be done</div>						