

1. Some opinion about JXTA and Planet-lab  
JXTA is too complicated for simulation. It is actually very feasible for an implementation. I read the paper "Efficient Peer Selection in P2P JXTA-based Platforms" (AINA conference). The authors brought up four models for peer selection based on some economic models, however not in detail. Then they implemented an overlay application based on JXTA, which I think is very simple. The core logic is their broker algorithm that is responsible for an selection. They evaluated their algorithm on Planet-lab, which I think is a very interesting platform. It is a global research network that supports the development of new network services, especially distributed ones. I tried to sign up but it needs an approval from a site administrator from HKUST. I think it has been widely recognized and participated all over the world especially many important research institutes from North America. Currently, the only two institutes in HK are HKUST and The Chinese University of Hong Kong. I think some evaluation work based on this platform will be most convincing.
2. Some paper relating NGN
  - i) The reviewed one: "Virtualized Rich Multimedia Clients - The novel Enablers for a new NGN Service Delivery Concept"
  - ii) "Grid services over IP Multimedia Subsystem"

From those paper,  
Familiar with the architecture of IMS, the SIP Protocol for Access Network and Home Subscriber Server and User Profile Server Function in Core Network.
3. OGSA standards.  
Services-oriented standards for grids' communicating. A total SOA conception on Grid (or cloud).  
Can be viewed as a key component standard for "Global Cloud" conception?
4. Prepare for next-week group presentation.  
Will show in two parts,
  - i) Envision on cost-saving for content provider by utilizing cloud resources
  - ii) To support i), some key tasks will be faced on monitoring and statistics work.