Advances in Software Engineering and Systems

Proceedings of the 14th International Conference on Software Engineering, Parallel and Distributed Systems (SEPADS '15)

Dubai, United Arab Emirates, February 22-24, 2015

Scientific Sponsor

University of Naples Federico II
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Preface
This year the 14th International Conference on Software Engineering, Parallel and Distributed Systems (SEPADS '15) was held in Dubai, United Arab Emirates, February 22-24, 2015. The conference provided a platform to discuss network architecture, wireless networks, data mining, software engineering, software maintenance, hardware engineering, mobile computing, cryptology, algorithms etc. with participants from all over the world, both from academia and from industry.

Its success is reflected in the papers received, with participants coming from several countries, allowing a real multinational multicultural exchange of experiences and ideas.

The accepted papers of this conferences are published in this Book that will be sent to international indexes. They will be also available in the E-Library of the WSEAS. Extended versions of the best papers will be promoted to many Journals for further evaluation.

Conferences such as this can only succeed as a team effort, so the Editors want to thank the International Scientific Committee and the Reviewers for their excellent work in reviewing the papers as well as their invaluable input and advice.

The Editors
# Table of Contents

Plenary Lecture 1: Random Number Generators with Multiple Streams for Parallel Computers  
*Pierre L'Ecuyer*

11

Dynamic Implementation Techniques of Concurrent Differential Evolutions for Multi-Core CPUs  
*Kiyoharu Tagawa, Hirokazu Takeuchi*

13

An Extension Proposition for the Agent-Based Language Modeling Ontology for the Representation of Supply Chain Integrated Business Processes  
*Arnaud Avédissian, Raul Valverde, Sherif Barrad*

19

WebGeoinformatics for Creating Schema & Interface for Mapping With Distributed GIS: Geomatics For Sustainable Societies  
*Devanjan Bhattacharya, Hakan Senol Kutoglu, Nikos Mastorakis*

30

Finding Conjectures in Graph Theory with AutoGraphiX  
*Mustapha Aouchiche, Gilles Caporossi, Pierre Hansen, Nenad Mladenovic, Claire Lucas*

42

Trigonometric Mutated Shuffled Frog-Leaping Algorithm  
*V. P. Singh, Tarun Kumar Sharma*

52

Hermeneutics Framework: Integration of Design Rationale and Optimizing Software Modules  
*Mehmet Aksit, Somayeh Malakuti*

58

All-Reduce Communication Operation in OTIS-Mesh Interconnection Network  
*Basel A. Mahafzah, Sami I. Serhan, Ruby Y. Tahboub*

63

Real Parameter Optimization Using a Hybrid Algorithm of Differential Evolution and Exploratory Move  
*Swarpa Kr. Roy, Aditya N. Hati, D. Bhattacharyya, Tai-Hoon Kim*

71

Asynchronous Programming in a Prioritized Form  
*Mohamed A. El-Zawawy, Mohammed AlGhafees*

78

An Environmental Mapping System for Airborne Particulate Matter Monitoring in Urban Areas  
*Daniel Dunea, Emil Lungu, Alin Pohoata*

85

Empirical Study on Green and Sustainable Software Engineering  
*M. Mohankumar, M. Anand Kumar*

95

Industrial Web Application Customization Mechanism to Develop Quality Software and Improve Productivity through Object-Oriented Application Toolkit Implementation  
*Azham Hussain, Hatim Mohamad Tahir, Mohammad Nuruzzaman*

106

A Balanced Clustering Protocol to Improve Wireless Sensor Networks Energy Consumption  
*Saad Harous, Zibouda Aliouat*

114
Project Management System Using ACEM: Advanced Cost Estimation Model
K. B. S. Sastry, R. Satya Prasad, Debnath Bhattacharyya, Tai-Hoon Kim

Mapping A Knowledge Areas of The SWEBOK Standard With The CBOK in Software Engineering Field Using A Set Theory
Kenza Meridji, Khalid T. Al-Sarayreh

Energy Optimal Cloud Storage and Access Methods for Temporal Cloud Databases
Muthurajkumar Sannasy, Vijayalakshmi Muthuswamy, Kannan Arputharaj

Intelligent Backtracking Approaches for Minimal Perturbation Problems
El Graoui El Mehdi, Benetallim Imade, Bouyakhf El Houssine

Mobile Agent: Load Balanced Process Migration In Linux Environments
M. V. Nimbalkar, Ganesh R. Pathak, Hema Nagargoje, Mundhe Vishnudas B.

Optimization on QRS Chip for Minimum Latency
Sa’ed Abed, Sahel Alouneh

Airport Congestion Smoothing by Multi-Objective Pareto Front Algorithm
Karthikeyan K., Ajinkya P. Lokhande, Akshay Gaikwad, Siddharth Samal

Pre and Post Test Suite Reduction Techniques: A Comparison Study
Mohammed Akour, Reham Bani-Younis, Somayya Abo Alfoul, Sajida Musleh, Iman Akour

Probabilistic Energy Prediction Coefficient Based Mitigation Mechanism for Rendezvous Point Attack in MANETs
S. Parthiban, Paul Rodrigues

Authors Index
Abstract: We discuss the design of software libraries that can provide multiple streams of independent uniform random numbers for simulation in parallel computing environments. These multiple streams are typically defined as disjoint segments of the sequence of numbers produced by a single random number generator (RNG), and which should behave approximately as the realizations of independent random variables uniformly distributed over the interval $(0, 1)$ [2, 4, 5]. These numbers can be transformed appropriately to simulate random variables from other distributions, stochastic processes, and other types of random objects. Thousands or even millions of independent streams of random numbers are sometimes required in parallel computing applications. Multiple streams are also very convenient when running simulations on a single processor, for example to maintain proper synchronization when comparing similar systems with common random numbers (CRNs) and in simulation-based optimization via sample average approximation (SAA) [1, 3, 6, 7].

We give special attention to parallel processing situations where each processor has a limited amount of fast-access private memory, such as for discrete graphical processing units (GPUs) and general-purpose GPUs (GPGPUs). We introduce ciRNG, an API and library for uniform random number generation in OpenCL. Streams of random numbers can be seen as virtual random number generators. They can be created on the host computer in unlimited numbers, and then used either on the host or on other computing devices by work items to generate random numbers. Each stream also has equally-spaced substreams, which are useful in certain settings. We provide examples showing the usefulness of streams and substreams in this context, and how the ciRNG library can be used. This is based on joint work with David Munger and Nabil Kemerchou.

This based on joint work with David Munger and Nabil Kemerchou.


Brief Biography of the Speaker: Pierre L’Ecuyer is a Professor in the Departement d’Informatique et de Recherche Operationnelle at the Universite de Montreal. He holds the Canada Research Chair in Stochastic Simulation and Optimization since 2004 and an Inria International Chair (at Inria-Rennes, France) for 2013-2018. He obtained the Canadian Operational Research Society Award of Merit in 2014, the INFORMS Simulation Society Distinguished Service Award in 2011, the INFORMS Simulation Society Outstanding Research Publication Award twice, in 1999 and 2009, a Killam Research Fellowship in 2001-03, the Urgel-Archambault Prize from ACFAS in 2002, Steacie Fellowship from the Natural Sciences and Engineering Research Council of Canada (NSERC) in 1995-97, and was elected INFORMS Fellow in 2006.

He has published over 240 scientific articles and book chapters in various areas, including random number generation, quasi-Monte Carlo methods, efficiency improvement in simulation, sensitivity analysis and optimization.
for discrete-event simulation models, simulation software, stochastic dynamic programming, and applications in finance, manufacturing, telecommunications, reliability, and service center management. He also developed software libraries and systems for the theoretical and empirical analysis of random number generators and quasi-Monte Carlo point sets, and for general discrete-event simulation. His work impinges on the areas of mathematics, statistics, operations research, economics, and computer science.

He was Editor-in-Chief for the ACM Transactions on Modeling and Computer Simulation until June 2013. He is currently Associate Editor for ACM Transactions on Mathematical Software, Statistics and Computing, Cryptography and Communications, and International Transactions in Operational Research. He has been a referee for over 130 different scientific journals, plus many books and conference proceedings.

He was a professor in the Departement d'Informatique at Universite Laval (Quebec) from 1983 to 1990 and is at the Universite de Montreal since then. He has been a visiting scholar (for several months) at Stanford University (USA), INRIA-Rocquencourt (France), Ecole des Mines (France), Waseda University (Tokyo), University of Salzburg (Austria), North Carolina State University (USA), INRIA-Rennes (France), and Universite de Savoie in Chambery (France). He is a member of the CIRRELT and GERAD research centers, in Montreal.

He is a competitive cyclist in road racing, with four titles of Canadian Champion and ten titles of Quebec Champion.
Authors Index

Abed, S. 150   Lucas, C. 42
Akour, I. 162   Lungu, E. 85
Akour, M. 162   Mahafzah, B. A. 63
Aksit, M. 58   Malakuti, S. 58
Alfoul, S. A. 162   Mastorakis, N. 30
AlGhafees, M. 78   Meridi, K. 126
Aliouat, Z. 114   Mladenovic, N. 42
Alounen, S. 150   Mohankumar, M. 95
Al-Sarayreh, K. T. 126   Musleh, S. 162
Aouchiche, M. 42   Muthuswamy, V 131
Arputharaj, K. 131   Nagargoje, H. 146
Avédissian, A. 19   Nimblekar, M. V. 146
Bani-Younis, R. 162   Nuruzzaman, M. 106
Barrad, S. 19   Parthiban, S. 171
Bhattacharya, Dev. 30   Pathak, G. R. 146
Bhattacharyya, Deb. 71, 120   Pohoata, A. 85
Caporossi, G. 42   Prasad, R. S. 120
Dunea, D. 85   Rodrigues, P. 171
El Houssine, B. 138   Roy, S. K. 71
El Mehdi, El G. 138   Samal, S. 156
El-Zawawy, M. A. 78   Sannasy, M. 131
Gaikwad, A. 156   Sastry, K. B. S. 120
Hansen, P. 42   Serhan, S. I. 63
Harous, S. 114   Sharma, T. K. 52
Hati, A. N. 71   Singh, V. P. 52
Hussain, A. 106   Tagawa, K. 13
Imade, B. 138   Tahboub, R. Y. 63
Karthikeyan, K. 156   Tahir, H. M. 106
Kim, T.-H. 71, 120   Takeuchi, H. 13
Kumar, M. A. 95   Valverde, R. 19
Kutoglu, H. S. 30   Vishnudas, B. M. 146
Lokhande, A. P. 156