



January 4-7, 2011, The Grand Hyatt Kauai Resort & Spa, Koloa, Kauai, Hawaii.

## **Track: Software Technology**

### **Minitrack: Cloud Computing**

The decade of Cloud Computing has arrived together with its need for related Software as a Service (SaaS). Government as well as business initiatives are driving the migration of localized data center, IT SaaS to Internet Cloud platforms as Cloud hosted, on demand Services (ChoS). This thus sets the groundwork for a new paradigm in service consumption and delivery. Typical Cloud Computing providers will deliver to users ChoS, petabytes of data storage, and computation grids on virtualized clouds as pay-as-you-go utilities. This movement has created new vistas for computer science researchers, and industry software architects. Issues such as batch job scheduling, and resource allocation on massively distributed, virtualized systems; new programming paradigms; and an evolution in security and privacy protocols to protect both communication channels and the projected to be highly sensitive cloud data. This minitrack will be open to research and practitioner contributions alike exploring the software, systems and protocol research, as well as the design and implementation challenges that must be confronted if the cloud paradigm is to succeed.

We anticipate submissions not limited to but in the scope of the following topics:

- Cloud Frameworks
- Coexistence of Batch & Interactive & Analytics jobs
- Workload generation, characterization, predication
- Network architectures and models for the datacenter
- Platforms for Cloud hosted on demand Services
- Scheduling “jobs” and resource allocation
- Security and Privacy Protocols in the Cloud
- Ambient Clouds and Sensors
- Cloud based, Parallel Processing
- Software Programming in the Cloud
- Virtualization on Platforms in the Cloud
- Location Based Services, Presence, Availability, and Locality
- Mobile Clouds for new millennium, mobile devices
- Ad-hoc Clouds
- Q/A and QoS in the Cloud
- Cloud Computing and the Internet of Things
- Social Clouds (Social Networks in the Cloud)
- Cloud based Entertainment, Work and Living
- Trust and Reputation in the Cloud

- Data storage and management in Cloud computing
- Case Studies and Theories in Cloud Computing
- The Open Cloud: Cloud Computing and opensource software
- Peer-to-Peer Clouds

### **Minitrack Co-chairs**

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