

Distributed Software Applications Based on Mobile Cloud and Software-Defined Networks

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We consider an emerging class of challenging software applications called Real-Time Online Interactive Applications (ROIA). ROIA are networked applications connecting a potentially very high number of users who interact with the application and with each other in real time, i.e., a response to a user's action happens virtually immediately. Typical representatives of ROIA are multiplayer online computer games, advanced simulation-based e-learning and serious gaming. All these applications are characterized by high performance and QoS requirements, such as: short response times to user inputs (about 0.1-1.5 s); frequent state updates (up to 100 Hz); large and frequently changing numbers of users in a single application instance (up to tens of thousands simultaneous users). This talk will address two challenging aspects of software for future Internet-based ROIA applications: a) using Mobile Cloud Computing for allowing high application performance when a ROIA application is accessed from multiple mobile devices, and b) managing dynamic QoS requirements of ROIA applications by employing the emerging technology of Software-Defined Networking (SDN).

Bio

Sergei Gorlatch is Full Professor of Computer Science at the University of Muenster (Germany) since 2003. Earlier he was Associate Professor at the Technical University of Berlin, Assistant Professor at the University of Passau, and Humboldt Research Fellow at the Technical University of Munich, all in Germany. Prof. Gorlatch has more than 200 peer-reviewed publications in renowned international books, journals and conferences. He was principal investigator in several international research and development projects in the field of software for parallel, distributed, Grid and Cloud systems and networking, funded by the European Community and by German national bodies.