Abstract

Cloud computing is a large-scale, economic driven, distributed computing paradigm where abstracted, virtualized, managed computing power, scalable, storage, platforms and services are delivered on demand to customers over internet. It refers to applications delivered as services through the internet and hardware and systems software at data centres providing such services. As Cloud computing is a major platform, it is important to understand its implications on customers’ applications; applications or Cloud deployed systems. Hence, simulation tools are critical not only to evaluate Cloud’s performance but also to further develop Cloud computing. This study investigates the performance of min-min and min-max scheduling algorithms using CloudSim software.

References


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**Index Terms**

Computer Science  
Algorithms

**Keywords**

Cloud Computing  
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Min-min  
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