Abstract

It is difficult to maintain all the resources and services on single system. So by using Load balancing strategy we distribute load on single system to multiple system providing efficient response to user, resulting in improve user satisfaction. Load balancing in the cloud computing has an important impact on the performance. To improve user satisfaction there is a need of efficient cloud computing for that we need a good load balancing algorithm. This article shows
a much better load balance model for the public cloud based on the cloud partitioning concept 
with a switch mechanism to choose different strategies for different situations. To improve the 
efficiency in the public cloud this algorithm applies game theory.

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Index Terms

Computer Science  Distributed Systems
Keywords
Public Cloud  Load Balancing Model  Cloud Partition