



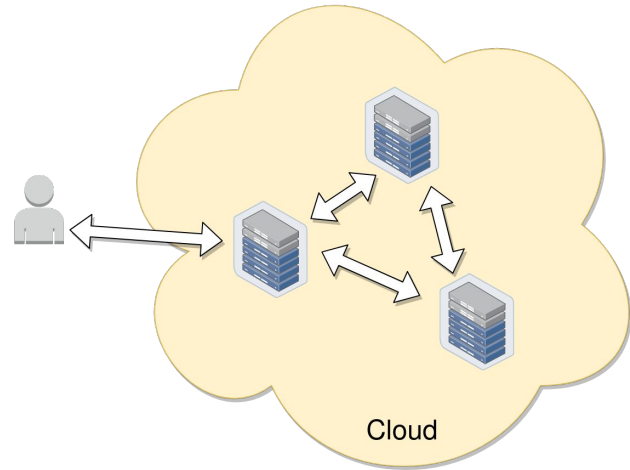
# High Performance Load Balancing and Scheduling Techniques for Mobile Distributed Systems

Bruno Chianca Ferreira

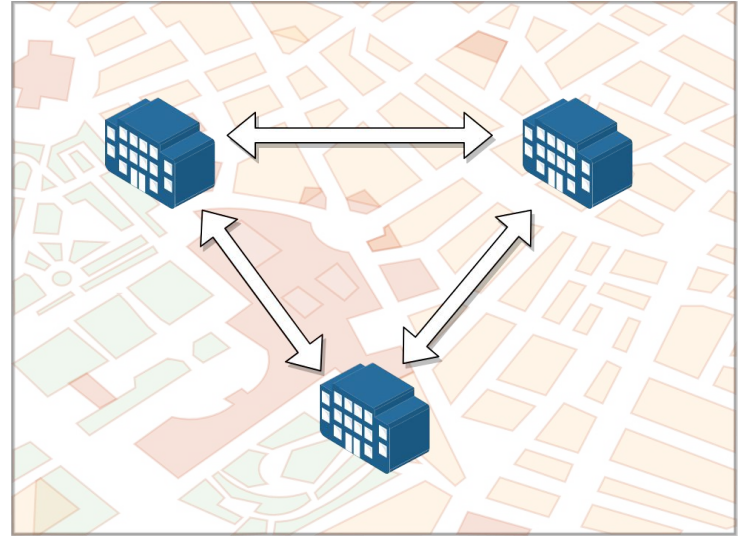
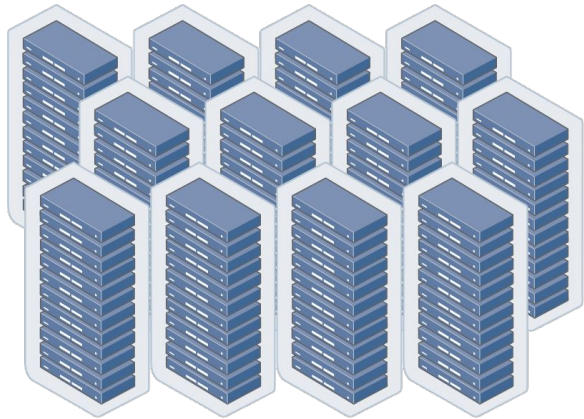
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Guillaume Dufour ONERA/DTIS

# Distributed Systems

- Booking a flight
- Making payments
- Chatting and sending messages
- Social Networks

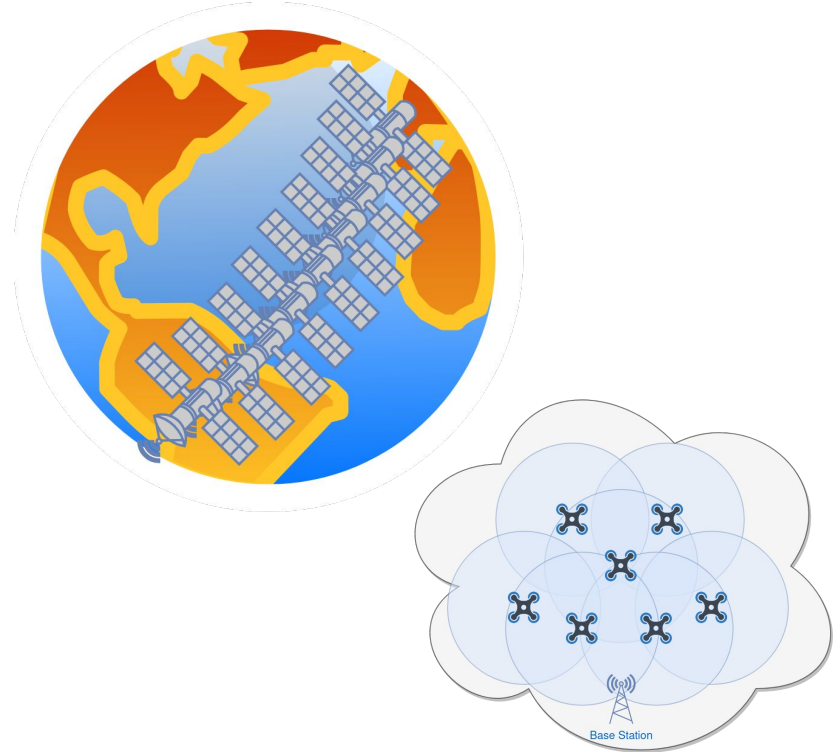


# Data Centers



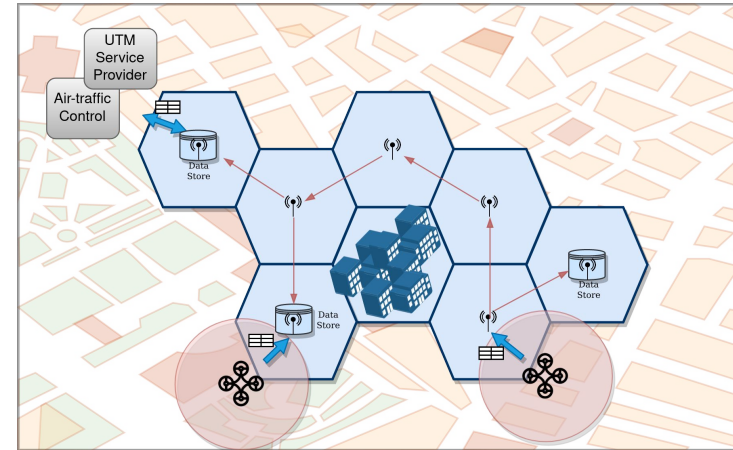
# Mobile ad hoc Computing

- Removal of time guarantees
- Introduction of connectivity failures
- Contention in communication medium
- How can we measure and improve performance?



# Towards a Middleware

- Establish methods to use the mobility in our favor, to reduce congestion and latency and increase system performance.
- Assess how to use those strategies to find better placement for replicas according to mobile node density across the topology.
  - Use these placement strategies to support other ongoing research about the use of distributed stores to support UAV position tracking for UTM





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