## Cloud computing and emerging IT platforms: Vision, hype, and reality for delivering computing

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The paper begins by mentioning the fact that the internet, and specifically cloud computing, is going to be big in the future. The paper also mentions the different business strategies that can be used in this scenario. The authors further expand by mentioning the different kinds of mechanisms that can be used to achieve the proper cloud infrastructure. Difference between High Performance Computing (HPC) workload and Internet-based services workload is also mentioned. They finally concluded by telling us the need of inter-networking as the cloud becomes ubiquitous.

This paper delivers the vision of cloud computing by providing the architecture for creating Clouds with market oriented resource allocation by leveraging technologies such as Virtual Machines (VMs). Another strength of this paper is that the authors highlighted the difference between High Performance Computing (HPC) workload and Internet-based services workload. They have successfully provided the data for their claim for example, they provided a graph of cluster computing, grid computing and cloud computing trend for 12 months. A shortcoming of the model (3rd party cloud services, SaaS) presented is that if the protocol fails to take off initially, there are a number of risks that come with this model. The most obvious among them is that the infrastructure will go to waste and not be viable for usage by a fewer percentage of users.

In my view, the major advantage that this system offers is the fact that junior developers who do not have a lot of experience in this field can gain an understanding of how large scale applications (like MapReduce and Hadoop) can work in real time scenarios. But then again, it is also important to remember that companies will not be very willing to allow junior developers to waste precious money by letting them experiment with resources for which the company is footing the bill.