

# Global Mobile Cloud Computing

## Motivation

Smartphones are – or will be very soon – ubiquitous, a personal computing device for everyone. Also, to due rapid developments in wireless network technologies, these devices are always online and part of a global network infrastructure.

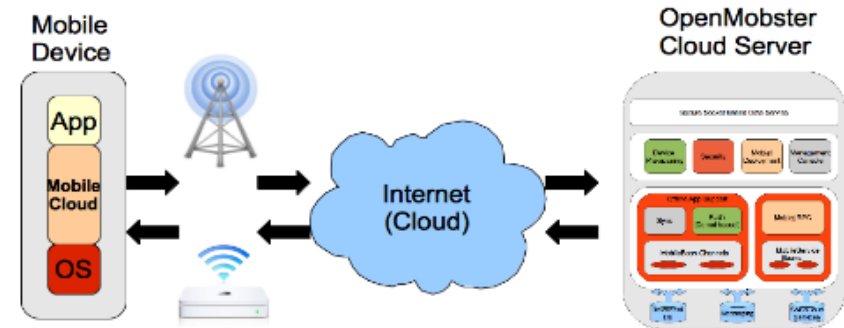
A passive client which takes advantage of server services is a very simple scenario. If the personal device becomes an active component of the global network “cloud”, a client device with limited resources like a smartphone can execute very useful local applets or mobile information agents.

## Project Description

This project explores the state-of-the-art of mobile cloud computing technology.

Starting from the “Openmobster” Open Source Mobile Cloud Platform this project first determines the limitations of the current frameworks.

Following up, this work will enhance the state-of-the-art to provide security hardened execution areas for trusted cloud applets (“trustlets”?) on mobile devices.



## Deliverables

Source of developed prototype.

Written documentation of approach, use case and comparison with previous efforts.

## Scope & Credits

The effort and credits of this project are scalable

## Advisor / Contact

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