

Abstract

Cloud computing is an evolving paradigm that has brought about various conditions in the global industry, both in the public and private sectors. In other words we can say that cloud computing is a collection of different servers that suit different user needs as per the user's wishes. cloud has a powerful Data Center to handle a large number of user requests. Cloud as a platform provides a dynamic view of resources and virtualization. Load balancing is required to manage Virtual machine resources across servers over the network to achieve optimal resources, reduce time data processing, report average response times, and avoid overloading.

The purpose of this final task is to make the system efficient by using better algorithms, which to keep the load and provide efficient resources. In this paper we will apply a modification algorithm for load balancing using Greedy and Throttled algorithms.

Keywords: Cloud Computing, Load Balancing, Cloud Analyst, Simulation, Virtual Machine, Greedy, Throttled