

platform for social media collaboration tools.

Another panellist noted that cloud computing should be looked at in terms of a consumption and business model. The consumption model is that of a standard service provision model - a self-service, pay as you go model that scales up and down flexibly – and it is easy to provision. The second model should be looked at from a user perspective – with a lower cost of accessing the services. by virtualizing everything, which may reduce capital expenses. Nevertheless, this could be offset by increases in other costs, such as labour. It was pointed out that cloud economics needed to be understood as well as cloud computing as a technology.

Another panelist raised the issue of standardization. What standards bodies are working on cloud computing? What aspects are they working on? How does the work on standardization mesh with the existing work, for example the work of the Distributed Management Taskforce (DMTF, which really focuses on infrastructure and services platforms)? There are aspects of the industry starting to grapple around these concepts of standardization. There is also the case of inter-cloud. What happens if get into the concept of multiple clouds and what do you do about standardization and multiple clouds? What happens if you start to create a cloud internet? How do you start standardize on those type of constructs?

Other key issues raised by the panelists concerned security and service management. What resources are required to provide services to a user, to what extent can the cloud deliver all these services and who should operate the network? Thus concepts of location based management, dynamic resource allocation; discovery, trust and identity become very key in issues in terms of moving into the next generation of cloud computing

Moderator's closing comments

Summing up the session, the moderator highlighted the core issues discussed such as the definition of cloud computing, the shifts taking place, the impedi-