

Seokho Son

List of Publications by Year in descending order

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16
papers

234
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1937685

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all docs

17
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17
times ranked

225
citing authors

#	ARTICLE	IF	CITATIONS
1	Refining Micro Services Placement over Multiple Kubernetes-orchestrated Clusters employing Resource Monitoring. , 2020, , .		3
2	Cloud SLA relationships in multi-cloud environment. , 2017, , .		4
3	Adaptive trade-off strategy for bargaining-based multi-objective SLA establishment under varying cloud workload. Journal of Supercomputing, 2016, 72, 1597-1622.	3.6	15
4	Virtual appliance store management in cloud service brokerage platform. , 2015, , .		0
5	Adaptive and similarity-based tradeoff algorithms in a price-timeslot-QoS negotiation system to establish cloud SLAs. Information Systems Frontiers, 2015, 17, 565-589.	6.4	31
6	Design Considerations to Realize Automated SLA Negotiations in a Multi-Cloud Brokerage System. , 2014, , .		3
7	An SLA-based cloud computing that facilitates resource allocation in the distributed data centers of a cloud provider. Journal of Supercomputing, 2013, 64, 606-637.	3.6	65
8	Negotiation-Based Flexible SLA Establishment with SLA-driven Resource Allocation in Cloud Computing. , 2013, , .		8
9	A Price- and-Time-Slot-Negotiation Mechanism for Cloud Service Reservations. IEEE Transactions on Systems, Man, and Cybernetics, 2012, 42, 713-728.	5.0	87
10	A Negotiation Mechanism that Facilitates the Price-Timeslot-QoS Negotiation for Establishing SLAs of Cloud Service Reservation. Communications in Computer and Information Science, 2011, , 432-446.	0.5	4
11	Cost-effective haptic-based networked virtual environments with high-resolution tiled display. Multimedia Tools and Applications, 2011, 54, 365-384.	3.9	0
12	An Adaptive Tradeoff Algorithm for Multi-issue SLA Negotiation. Communications in Computer and Information Science, 2010, , 32-41.	0.5	4
13	A Multi-issue Negotiation Mechanism for Cloud Service Reservation. , 2010, , .		6
14	Interactive Scientific Visualization of High-resolution Brain Imagery Over Networked Tiled Display. , 2010, , 125-136.		0
15	Networked Haptic Virtual Environments Supporting Ultra High Resolution Display. , 2009, , .		0
16	<title>A delay compensation scheme based on prediction for networked haptic collaboration system</title>. , 2007, , .		3