

## **Center Specs**

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*To lead the innovation of systems, computing, and information technologies, to further the development of the interactive and distributed information services of the future, and to create the intellectual capital that can advance both and fuel future advances.*

## **Overview of Research Activities**

The Center for Experimental Research in Computer Systems (CERCS) is a research center spanning the School of Computer Science in the College of Computing and the School of Electrical and Computer Engineering in the College of Engineering at the Georgia Institute of Technology, with external partners at The Ohio State University. The Center focuses on the design and evaluation of computer and software systems through experimental methods. Three strategic technology domains are:

### **Enterprise Services, Systems, and Platforms**

Investigating complex, information-intensive services and software artifacts, running on distributed systems and modern server platforms.

Focus: Dynamic services and software, middleware, and virtualized systems; autonomic and adaptive methods driven by business policy and processes.

### **High Performance Science and Technology**

Considering high performance applications and systems, including their needs for large-scale I/O, data movement, and remote interaction.

Focus: Scalability and high performance; large data manipulation and transport; high levels of availability and reliability; high performance communications and computational acceleration.

### **Seamless Mobile and Pervasive Systems**

Seamlessly extending information services into the mobile and pervasive domains, with general and specialized devices and across the wireless infrastructure.

Focus: Software services and platforms for pervasive, seamless access to remote information with quality properties, in highly dynamic mobile and pervasive environments.

## **Other Areas of Interest for Collaboration**

Computer hardware and multicore systems, including specialized platforms like FPGAs.

Mobile and Embedded Systems.

Computer security.

High performance computing.

Autonomic computing and systems.

Software methods and software engineering, including alignment with business processes.