

Monday, June 11

13:30-13:40	Introduction by Alexandru Iosup	
13:40-14:40	Dick Epema - Twenty Years of Scheduling Research -- Models, Methods, and Conclusions	Vincent van Beek - Resource and Risk Management in Datacenters
14:40-15:40	Laurens Versluis - MagnaData: Scheduling Complex Workflows with Non-Functional Requirements in Datacenters	
	Georgios Andreadis - A Reference Architecture for Scheduling in Datacenters	Alexandru Uță - Understanding and Controlling Performance Variability in Distributed Systems
15:40-16:00	Break	
16:00-18:00	Radu Prodan - Massively Multiplayer Online Games on Large-scale Systems	Bogdan Ghiț - Big Data Challenges and Approaches
	Jerom van der Sar - Big Data Challenges and Approaches	Tim Hegeman - Big Data Challenges and Approaches
	Jesse Donkervliet - Higher Education in Computer Systems: Gamification et al.	

Tuesday, June 12

09:20-09:30	Introduction by Alexandru Iosup	
09:30-10:15	Sam Kounev - Software Engineering: Challenges and Approaches Related to Systems	
10:15-11:15	Miron Livny - Software Engineering: Challenges and Approaches Related to Systems	Maria Voinea - Software Engineering: Challenges and Approaches Related to Systems
11:15-11:30	Break	
11:30-13:00	Dror Feitelson - performance engineering	
	Andy Tanenbaum - Lessons Learned from 30 Years of MINIX	Teodor Cătănicu - Restart.network

45/30 minutes
20 minutes
15 minutes

Last update Jun 7, 2018, 09:45

	Monday, June 11
13:30-13:40	Introduction by Alexandru Iosup
13:40-14:20	Dick Epema, Twenty Years of Scheduling Research--Models, Methods, and Conclusions
14:20-14:40	Vincent van Beek, Resource and Risk Management in Datacenters
14:40-15:00	Laurens Versluis, MagnaData: Scheduling Complex Workflows with Non-Functional Requirements in Datacenters
15:00-15:20	Georgios Andreadis, A Reference Architecture for Scheduling in Datacenters
15:20-15:40	Alexandru Uță, Understanding and Controlling Performance Variability in Distributed Systems
16:00-16:45	Radu Prodan, Massively Multiplayer Online Games on Large-scale Systems
16:45-17:00	Jerom van der Sar, The Opencraft Project: Understanding and Extending the Scalability of Minecraft-like Online Games
17:00-17:20	Bogdan Ghiț, Big Data Challenges and Approaches
17:20-17:40	Tim Hegeman, The Graphalytics Ecosystem for Performance Benchmarking and Analysis of Graph Processing Systems
17:40-18:00	Jesse Donkervliet, Higher Education in Computer Systems: Gamification et al.
	Tuesday, June 12
09:20-09:30	Introduction by Alexandru Iosup
09:30-10:15	Samuel Kounev, Software Engineering: Challenges and Approaches Related to Systems
10:15-11:00	Miron Livny, The Condor Experience: Resource Management and Scheduling for High-Throughput Computing and Beyond
11:00-11:15	Maria Voinea, Posum: a Portfolio Scheduler for Big Data Workloads in Cluster Environments
11:30-12:15	Dror Feitelson,
12:15-12:45	Andy Tanenbaum, Three Decades of the MINIX Operating System
12:45-13:00	Teodor Cătănciu, Restart.network