

The leading edge of computer technologies and applications

Outline of a paper for CASA 2014 Milan by Frank Owarish

Introduction: evolution of computer technologies and applications

1. Mobile computing and applications
2. Cloud computing and applications
3. Super web app developments
4. Web streaming, live news feed and Internet TV
5. Virtualization; the world of big data; from data to insights and knowledge
6. Super blade server technology
7. Super PCs, super tablets, smart phones; Chromebooks
8. Where mainframes rule: travel databases
9. High performance computing/supercomputers: solving complex problems facing society
10. Computer application in manufacturing, robotics and CIM
11. Computer applications in medicine and surgery; robotic surgery
12. Satellite communications
13. The financial markets: computer trading inc algorithmic trading
14. Cyber security and computer hacking

Conclusion