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@MISC{Commission2015,
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  urldate = "{January 2015}",
  year    = "{2015}",
  isbn    = "978-0-19-533611-5. January 2015. [Accessed in April, 2017]",
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@MISC{android41,
  author  = "{Android Open Source Project}",
  title   = "{Android Developers: Android 4.1 APIs}. January 2015. [Accessed
in April, 2017]",
  url     =
"{http://developer.android.com/about/versions/android-4.1.html}",
  urldate = "{May 2014}",
  year    = "{2014}",
  isbn    = "May 2014. [Accessed in April, 2017]",
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@MISC{cloudexpo2008,
  AUTHOR  = "{Cloud Expo}",
  title   = "{Twenty-One Experts Define Cloud Computing}",
  url     = "{http://cloudcomputing.sys-con.com/node/612375}",
  urldate = "{October 2013}",
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@BOOK{bandyopadhyay2013unsupervised,
  title={Unsupervised Classification: Similarity Measures, Classical and
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Applications},
  author={Bandyopadhyay, Sanghamitra and Saha, Sriparna},
  year={2013},
  publisher={Springer}
}

@INPROCEEDINGS{foster2008cloud,
  AUTHOR    = "{Foster, I et al.}",
  BOOKTITLE = "{Grid Computing Environments Workshop, 2008. GCE '08}",
  TITLE     = "{Cloud Computing and Grid Computing 360-Degree Compared}",
  year      = "{2008}",
  pages     = "{1-10}",
}

@ARTICLE{llorente2009virtual,
  author  ="{Sotomayor, B. and Montero, Ruben S. and Llorente, I.M. and
Foster, I.}",
  journal ="Internet Computing, IEEE}",
  title   ="{Virtual Infrastructure Management in Private and Hybrid
Clouds}",
  year    ="{2009}",
  month   ="{Sept}",
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@article{Mulder2013428,
title = "Development of a Motion System for an Advanced Sailing Simulator ",
journal = "Procedia Engineering ",
volume = "60",
number = "0",
pages = "428 - 434",
year = "2013",
note = "6th Asia-Pacific Congress on Sports Technology (APCST) ",
issn = "1877-7058",
doi = "http://dx.doi.org/10.1016/j.proeng.2013.07.030",
url = "http://www.sciencedirect.com/science/article/pii/S1877705813010813",
author = "Fabian A. Mulder and Jouke C. Verlinden",
keywords = "Sailing",
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keywords = "Training simulation",
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abstract = "Abstract To train competitive sailing in a virtual setting,
motion of the boat as well as haptic feedback of the sail lines is
essential. When discussing virtual environments (VEs) the concept of
presence is often used. In this study we develop a sailing simulator motion
system to research what factors contribute to the participants' sensation of
presence when sailing in a VE. The developed simulator includes the
development of a mainsheet force feedback system and a novel motion
platform, connected to a high-quality graphics sailing simulation. In future
research, the developed system will be used to study which sail training
type can be performed in simulated environments, and if the system can be
used as a valid testbed for perception-action experiments. "
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