Correction to: Cooperative game approach to form overlapping cloud federation based on inter-cloud architecture

Messaouda Ayachi¹ · Hassina Nacer² · Hachem Slimani³

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Correction to: Cluster Computing <https://doi.org/10.1007/s10586-021-03253-z>

After Online Publication of the article [1] the authors noticed error in the labels of part Figures 12 to 24 and replaced the figures with revised version. Correct Figs. 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, and 24 are listed below

The original article can be found online at <https://doi.org/10.1007/s10586-021-03253-z>.

The original article has been corrected.

✉ Messaouda Ayachi
messaouda.ayachi@univ-bejaia.dz

Hassina Nacer
sino_nacer@yahoo.fr

Hachem Slimani
hachem.slimani@univ-bejaia.dz

¹ Département d'Informatique, Faculté des Sciences Exactes, Université de Bejaia, 06000 Bejaia, Algeria

² Department of Computer Science, University of Sciences and Technologies Houari Boumedienne Algiers, Bab Ezzouar, Algeria

³ LIMED Laboratory, Department of Computer Science, University of Bejaia, 06000 Bejaia, Algeria

Fig. 12 Average response time. **a** Overload = 20%. **b** Overload = 60%. **c** Overload = 80%

Fig. 13 Processed application rate. **a** Overload = 20%. **b** Overload = 60%. **c** Overload = 80%

Fig. 14 Profit. **a** Overload = 20%. **b** Overload = 80%

Fig. 15 Average response time. **a** Number of VM types = 2. **b** Number of VM types = 8

Fig. 16 Processed application rate. **a** Number of VM types = 2. **b** Number of VM types = 8

Fig. 17 Profit. **a** Number of VM types = 2. **b** Number of VM types = 8

Fig. 18 Manager cloud (Cloud 1). **a** Average response time. **b** Processed application rate. **c** Profit

Fig. 19 Average response time (number of requested federations = 2, 5, 7)

Fig. 20 Processed applications rate. **a** Number of requested federations = 2. **b** Number of requested federations = 5. **c** Number of requested federations = 7

Fig. 21 Profit. **a** Number of requested federations = 2. **b** Number of requested federations = 5. **c** Number of requested federations = 7

Fig. 22 Total profit of the cloud federation

Fig. 23 Average size of the cloud federation

Fig. 24 Average execution time of the cloud federation formation mechanism

Reference

1. Ayachi, M., Nacer, H., Slimani, H.: Cooperative game approach to form overlapping cloud federation based on inter-cloud architecture. *Cluster Comput* (2021). <https://doi.org/10.1007/s10586-021-03253-z>

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