

Abstract**Cloud Computing and Copyright**

Kim, Byungil*

Cloud computing is a relatively new business model in the computing world. According to the official NIST definition, "cloud computing is a model for enabling ubiquitous, convenient, on-demand network access to a shared pool of configurable computing resources (e.g., networks, servers, storage, applications and services) that can be rapidly provisioned and released with minimal management effort or service provider interaction." Cloud computing services are often characterized in terms of the type of service that is being offered. Common examples include Infrastructure as a Service (IaaS), in which a computing resource such as processing power or storage is provided; Platform as a Service (PaaS), in which tools for the construction of bespoke applications are provided; and Software as a Service (SaaS), in which the service provides functionality akin to an end-user application.

The emergence of "cloud computing" services is drawing considerable attention in legal circles. In the copyright arena, it is taking the form of infringement issues pertaining to purported online "storage lockers" for content uploaded by users. This paper is a brief summary of the most common and significant copyright issues that can arise in cloud computing services and liability of cloud provider for illegal content.

Keywords

cloud computing; cloud service; server storage, streaming, copyright, private copies, online service provider

* Professor, Hanyang University