



**University of Bologna**  
**Dipartimento di Informatica –**  
**Scienza e Ingegneria (DISI)**  
**Engineering Bologna Campus**

**Class of**  
**Principles, Applications and**  
**Models for Distributed Systems M**  
***Cloud computing***

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# Cloud Computing Problem Space

“It starts with the premise that the **data services and architecture** should be on **servers**. We call it **cloud computing** – they should be in a ‘cloud’ somewhere. And that if you have the right kind of **browser** or the right kind of access, it doesn’t matter whether you have a PC or a Mac or a mobile phone or a BlackBerry or what have you – or new devices still to be developed – you can get access to the cloud...”

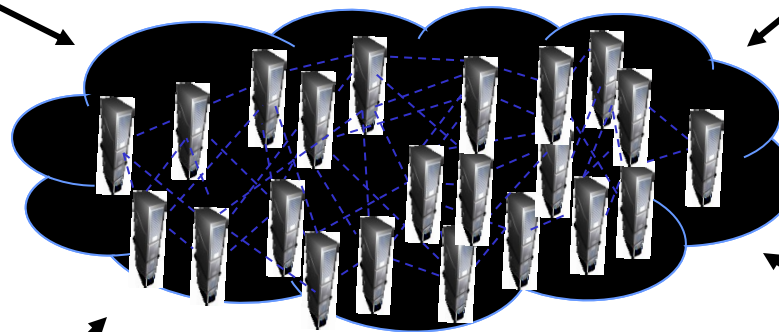
Dr. Eric Schmidt, Google CEO, August 2006



Explosion of data intensive applications on the Internet



Fast growth of connected mobile devices



The Cloud data center



SkYROCKETING costs of power, space, maintenance, etc.

Advances in multi-core computer architecture



# Cloud Concepts

- IT [redacted] pricing
- Best benefits in a [redacted] context
- Pool of [redacted] computer resources
- Rapid live [redacted] while demanding
- Systems on [redacted] architecture

## Cloud keywords

on demand,  
reliability,  
virtualization,  
provisioning,  
scalability

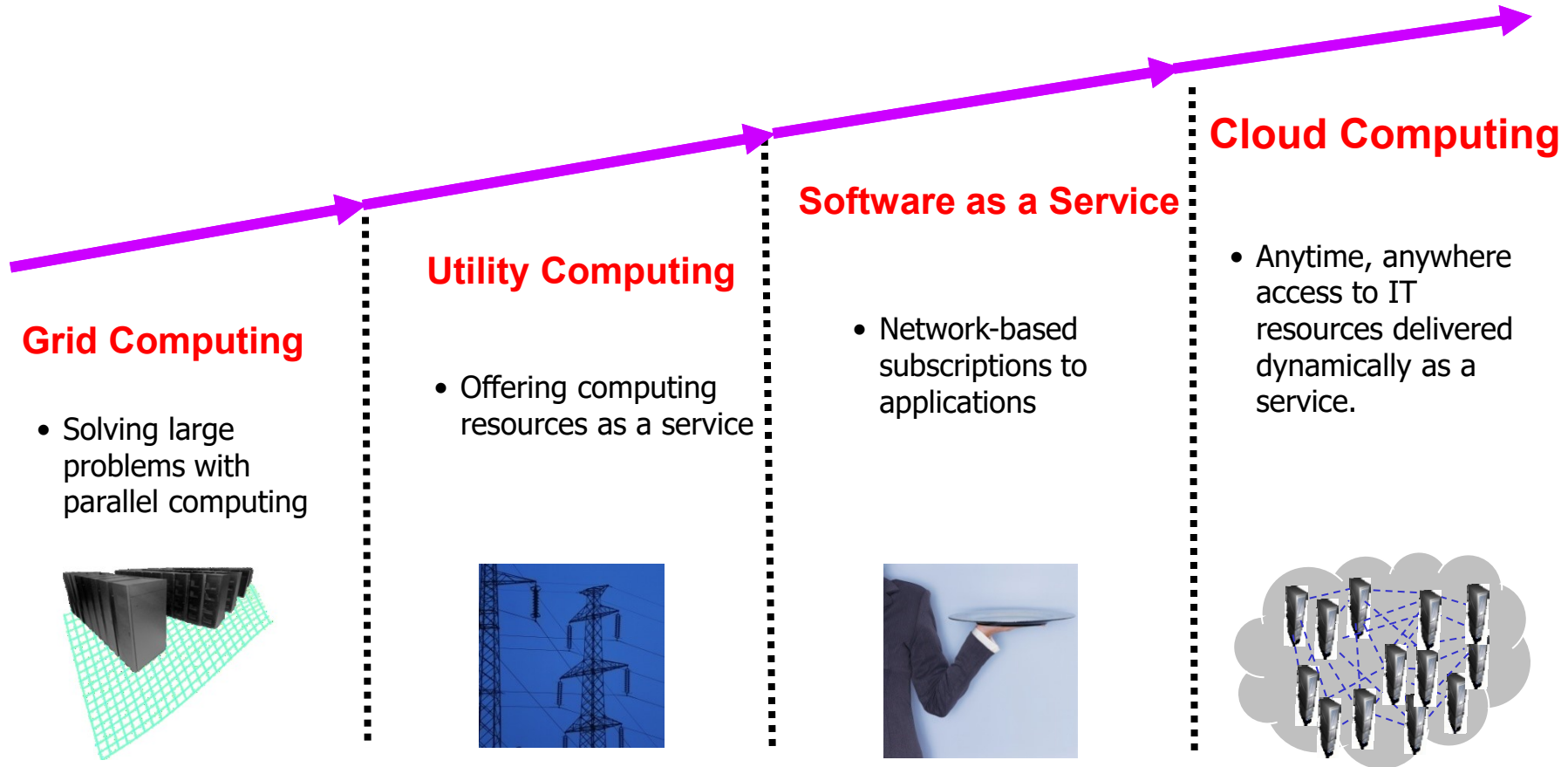
# What is a Cloud

One Cloud is capable of **providing IT resources 'as a service'**

One Cloud is an **IT service** delivered to users that have:

- a **user interface** that makes the infrastructure underlying the service transparent to the user
- reduced **incremental management costs** when additional IT resources are added
- **services oriented management** architecture
- **massive scalability**

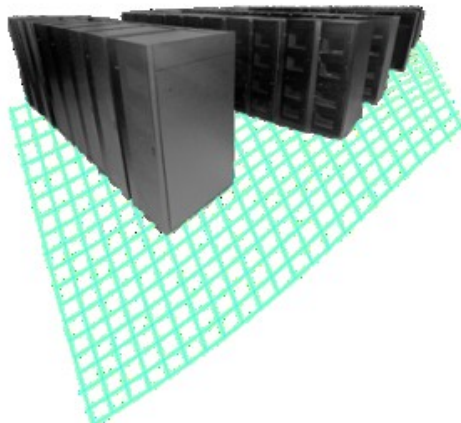
# A bit of history



# Before Cloud computing: GRID

- **Grid computing**

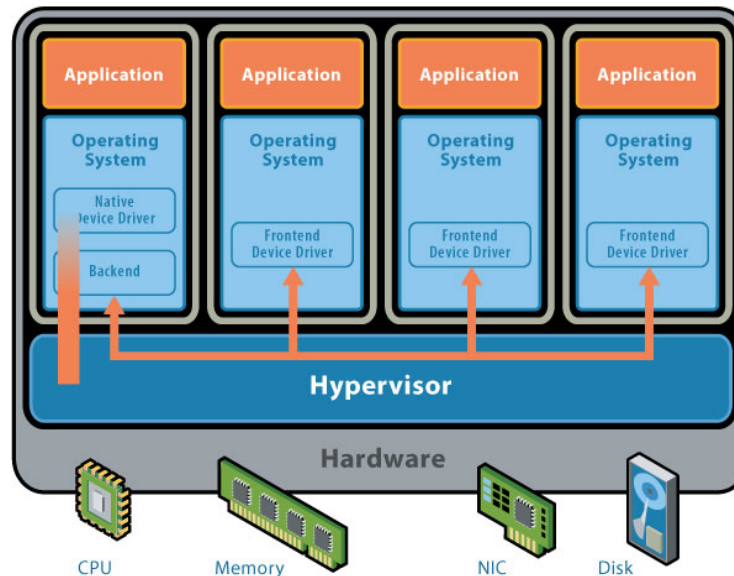
- Sharing of **heterogeneous resources** (computer, software, data, memory, computational power,, ...) in **highly distributed environments** with the goal of **creating a virtual organization scalable** (*by need!*)
- Interfaces (for management), often **too fine grained**, with **low level of abstraction**, and **non self-contained** ☹
- Application areas very **limited and specific** (parallel computation for scientific, engineering scenarios, ...)



# Before the Cloud: Virtualization

## ■ Virtualization

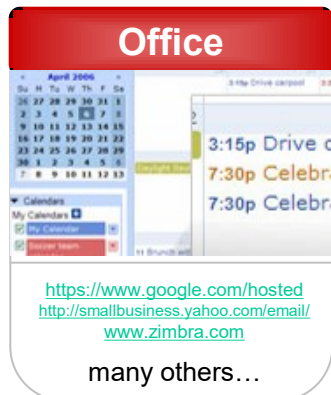
- Technologies for **virtualization** (either system-based or hosted), as in a server farm: Vmware, Xen, ...
- **Isolation & personalized infrastructure and/or SW platform** (O.S. and some additional applications)
- Tool for the **efficient management** of computing infrastructures (IBM Tivoli suite, Xen monitoring tools, ...)



# Before Cloud computing: Web 2.0

## ■ Web 2.0

- Usage of asynchronous protocols not visible to users to ask only really required info and not the whole web pages: **Asynchronous Javascript And XML (AJAX)**
- New ways of **using Web services coupled with new applications easier to use, collaboration based and openly available, without requiring any installation** by interested users: new business model, **very, very cooperative** (Software as a Service ☺)





# Before Cloud computing: Utility computing

- Huge computational and storage capabilities available from **utilities**, the same as for energy and electricity, and on pay-per-use base.
- **“Computing may someday be organized as a public utility”** - John McCarthy, MIT Centennial in 1961
- **Metered billing** (pay for what you use)
- **Simple to use interface** to access the capability (e.g., plugging into an outlet)

# Software as a Service (SaaS)

## Traditional Software



**Build Your Own**

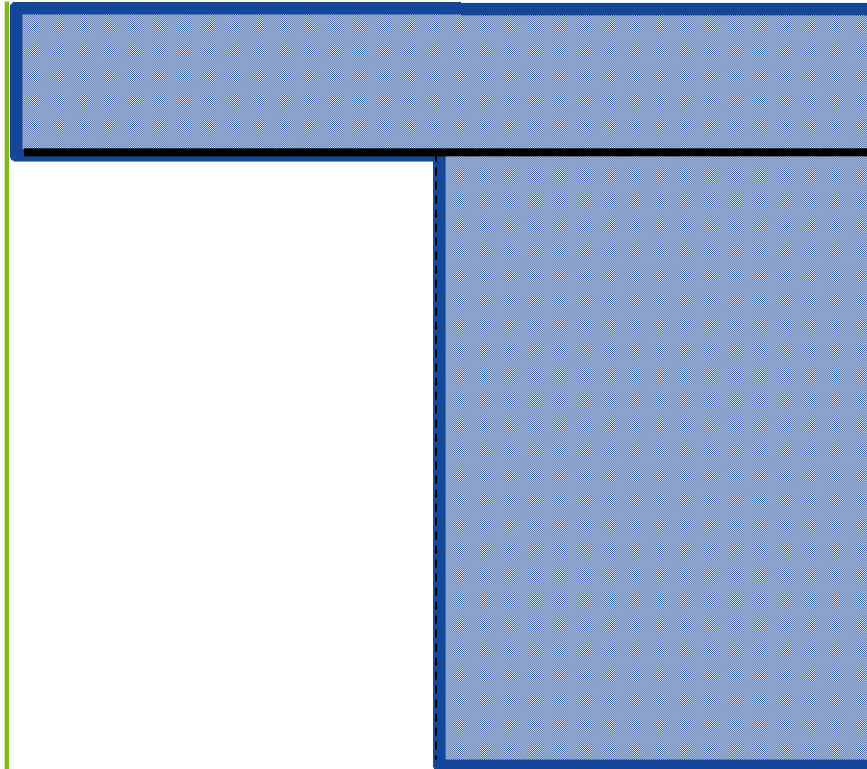
## On-Demand Utility



**Plug In, Subscribe  
Pay-per-Use**

# Software as a Service (SaaS)

- Built for one-to-one delivery or management
- Applications deployed in-house
- Dedicated infrastructure/environments
- Highly customized
- One-time license and recurring maintenance or support fee

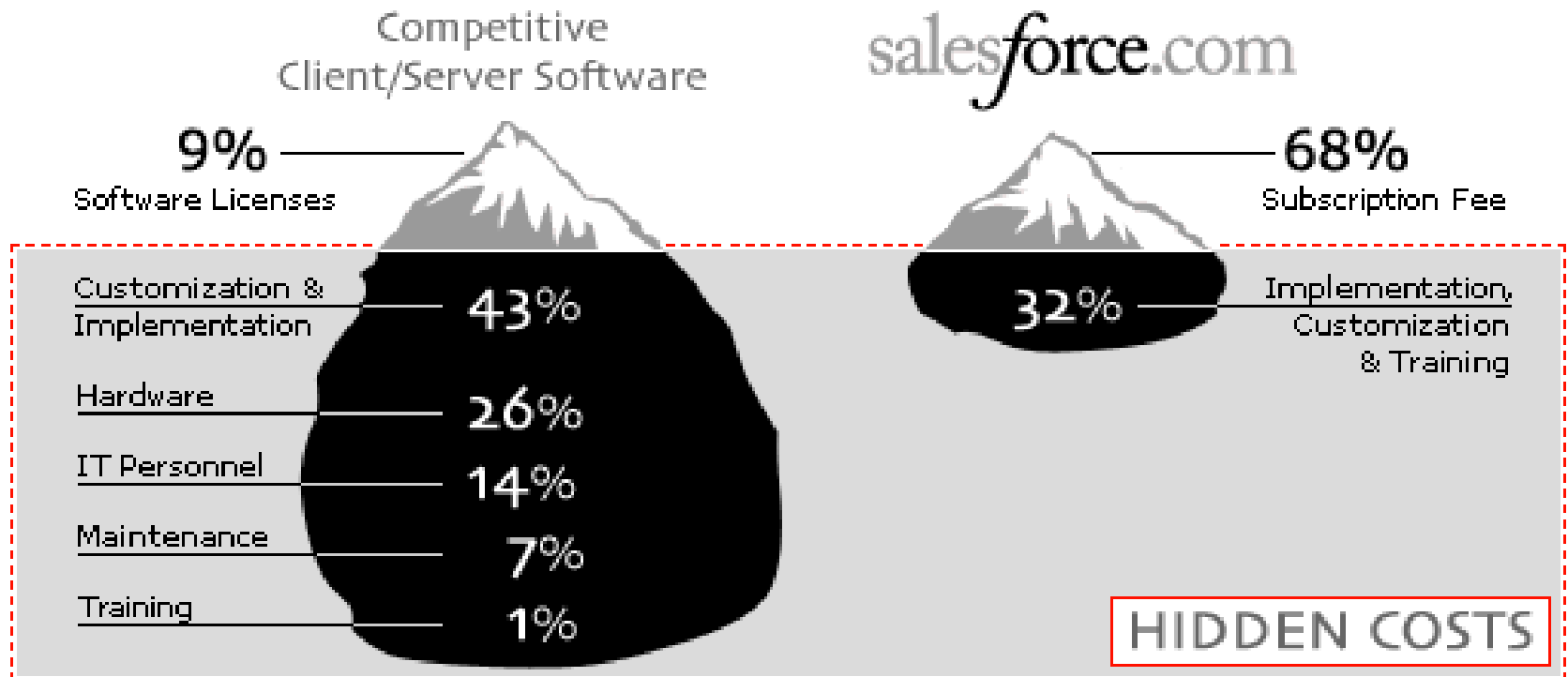


- Built for one-to-many delivery over Web
- Applications not deployed in-house
- Shared public infrastructure
- Little customization
- Subscription fee or advertising-supported

Time →  
Perpetual license → Subscription  
One-to-few → One-to-many  
Private infrastructure → Public infrastructure

# Hidden Cost of IT

Avoid the hidden costs of traditional CRM software



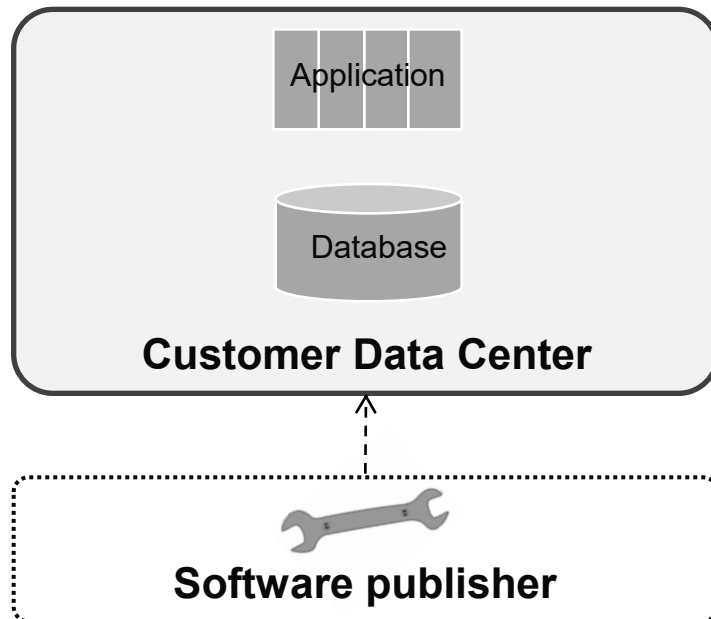
# SaaS - Software as a Service

- **Software ownership costs pushed to vendor** - hardware, software, system security, disaster recovery, maintenance, monitoring
- **Return to core competency** - organizations shift resources to core competencies, vendors focus on managing their SaaS
- **More efficient deployment** - instant evaluation, more collaboration between vendor and IT organization, much faster deployments
- **Eliminate shelfware & maintenance** - pay for what you use
- **Always on current version** - version-free software means the latest for the customer
- **Modern, Web 2.0 interface** - drive technician usage and better customer interaction with IT
- **SaaS homogeneity costs less** - one version for the vendor to support means lower costs for everybody

# Application areas suitable for SaaS

- **ERP vertical business** applications, both specialized and very specific
- **General-purpose** applications without any adaptation (potentially sharable)
  - self-service provisioning and ad-hoc personalization
  - applications available to several different users
- **Business B2B** applications **domain specific**
  - no need of third party hosting and involvement
- **Customer/Supplier** applications
  - applications where most of users and access is externally to the organization and where ubiquitous access via Web is critical and intrinsic
- **Business** applications **even critical**, but not the **core business ones**

# Traditional on-premise Deployment at the client site



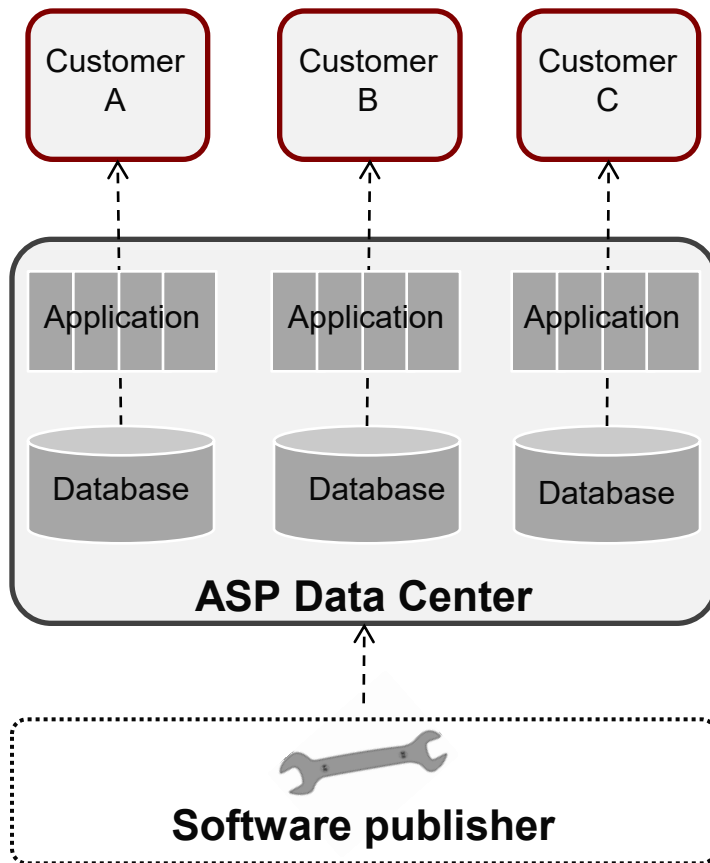
## Details

- Full ownership
- Significant implementation
- Customizable
- Difficult to upgrade / maintain

## Examples

- HP Service Manager
- BMC Remedy
- CA Service Desk
- EMC Infra

# Application Service Provider (ASP)



## Details

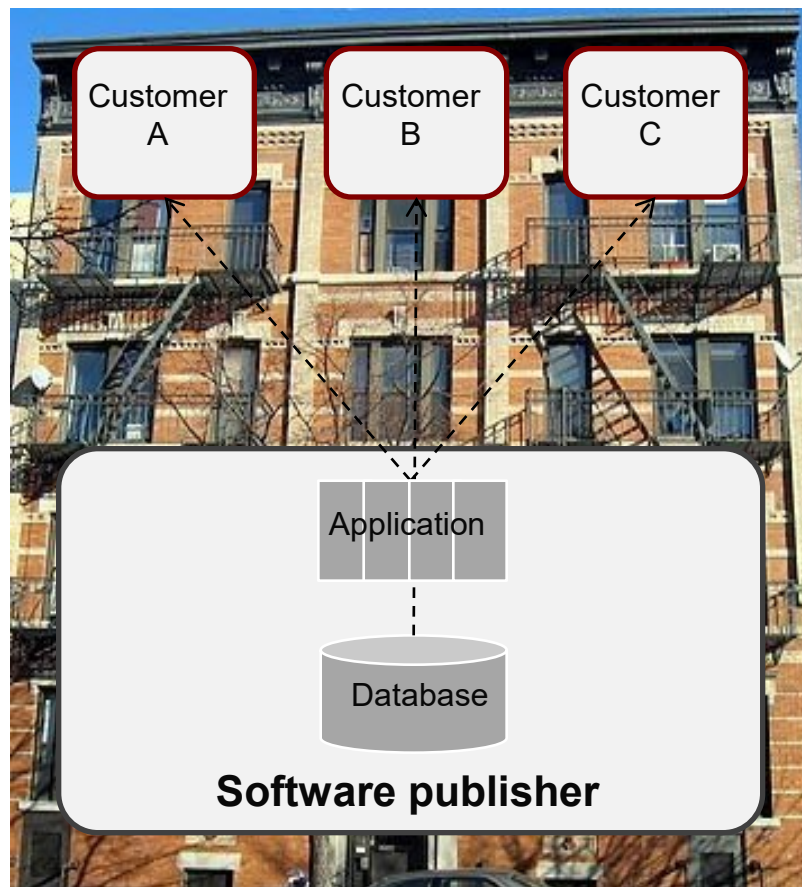
- Procures app and resells service
- Broker between customer and publisher
- Focus on 'out-of-box'

## Examples

- IBM GS
- HP Services
- BMC AAS
- CSC



# SaaS multi-tenant



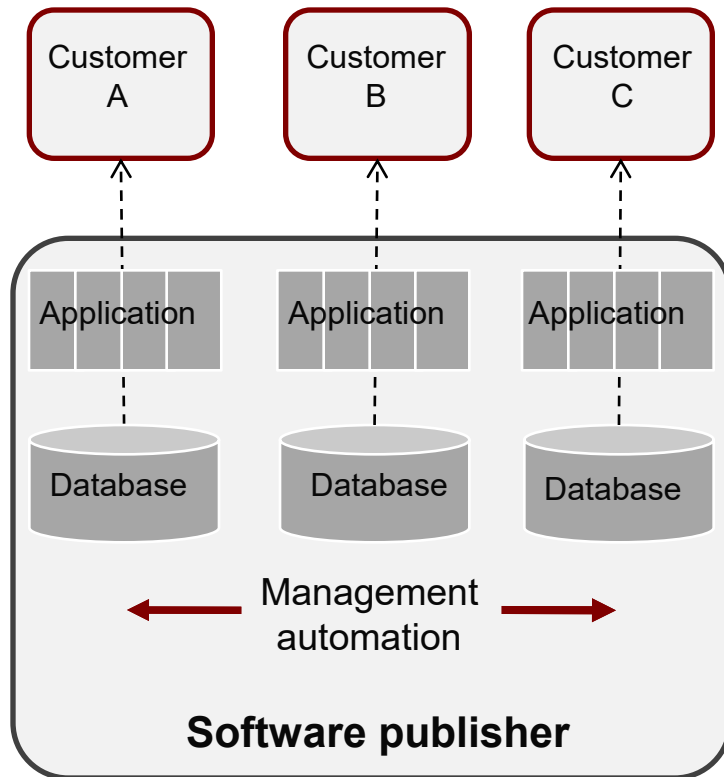
## Details

- Hosted by software publisher
- Many customers to one application set
- Thought to be inflexible

## Examples

- Salesforce.com
- Workday
- Innotas

# SaaS single-tenant



## Details

- Hosted by software publisher
- Customers receive their own app and database
- Auto-upgrades
- Extensive customization

## Examples

- Service-now.com
- InteQ
- Eloqua

# SaaS Models

Some increasing resources models for providing some resources as a service, XaaS

## **SaaS Software as a Service**

- Resources are simple **applications available** via remote Web access

## **PaaS Platform as a Service**

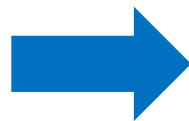
- Resources are **whole software platforms available** for remote execution, i.e., several programs capable of interacting with each other

## **IaaS Infrastructure as a Service**

- Resources are intended **in a wider and complete way, from hardware platforms, to operating systems, to support to final applications**: usually via virtualization up to **Cloud Computing**

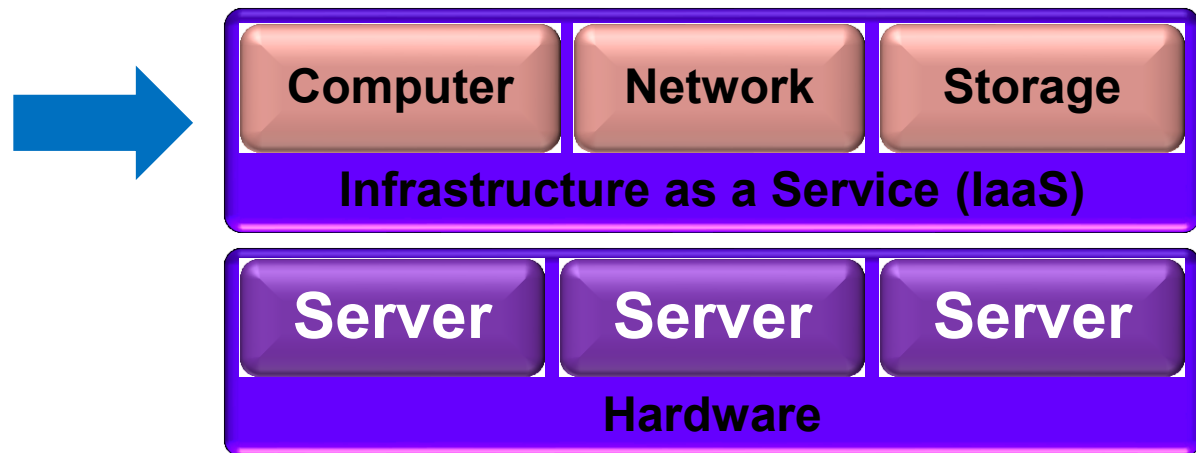
# Layered Architecture: IaaS, PaaS & SaaS

- Below the real architecture:  
**hardware** components  
&  
software products



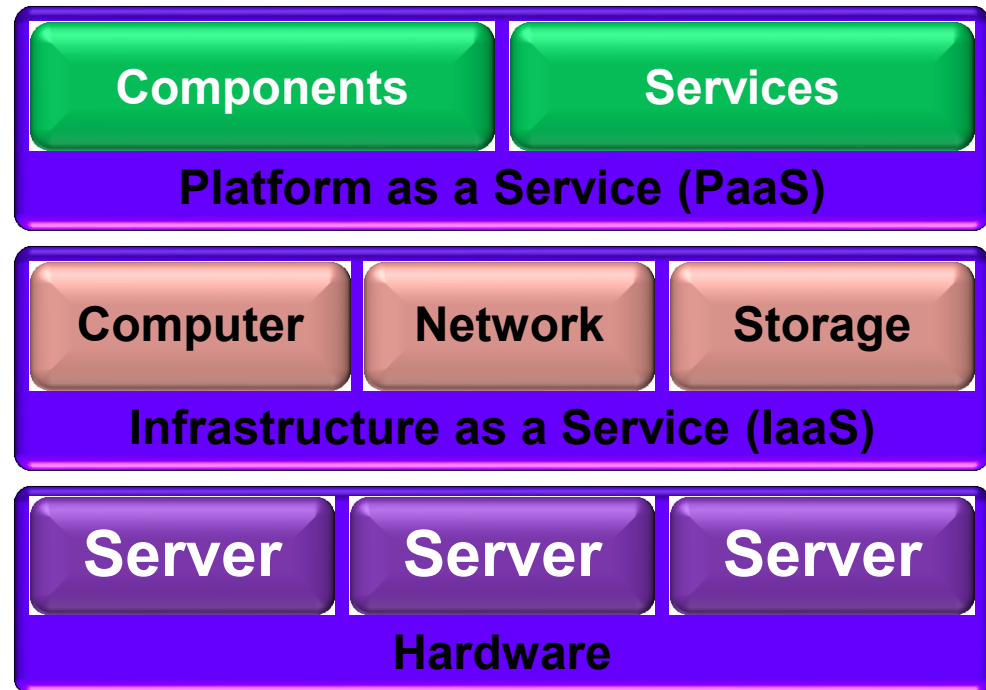
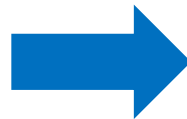
# Layered Architecture: IaaS, PaaS & SaaS

- **Infrastructure:** layer to enable the distribution of Cloud services, typically realized by a virtualization platform



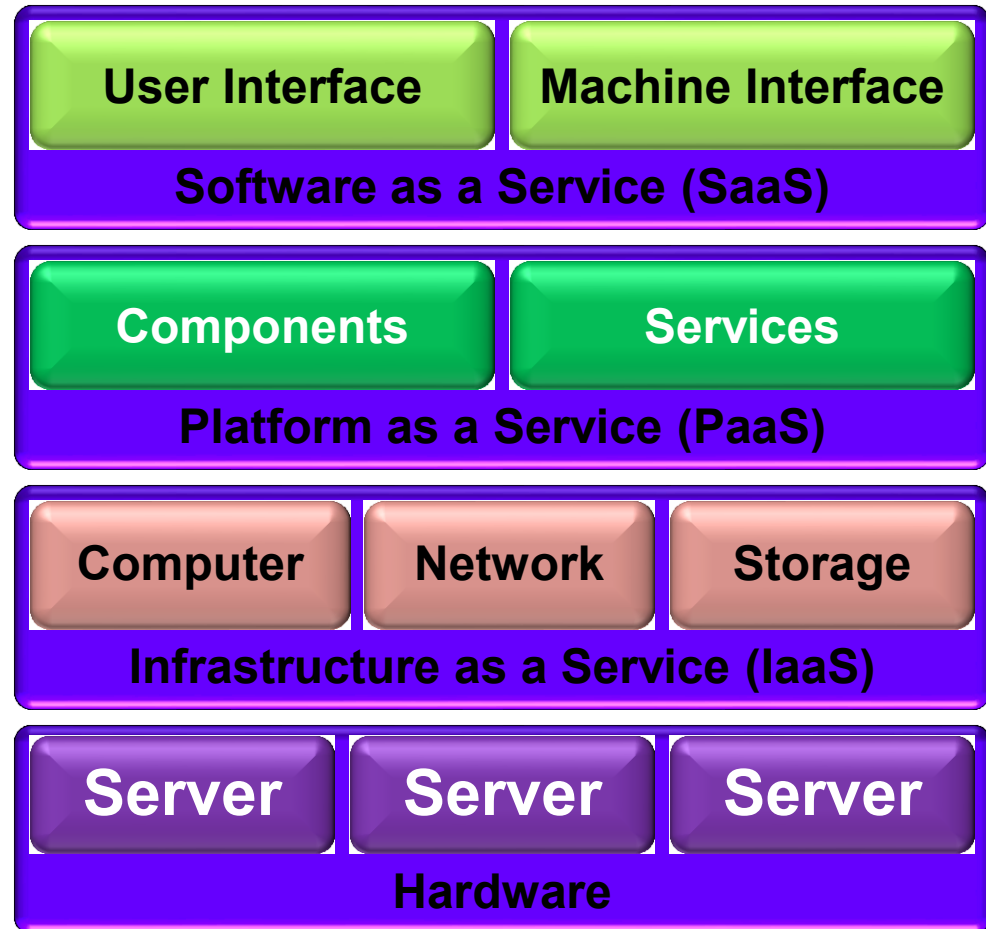
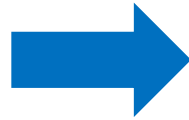
# Layered Architecture: IaaS, PaaS & SaaS

- **Platform:** layer to provide to upper layers a set of services and components remotely available



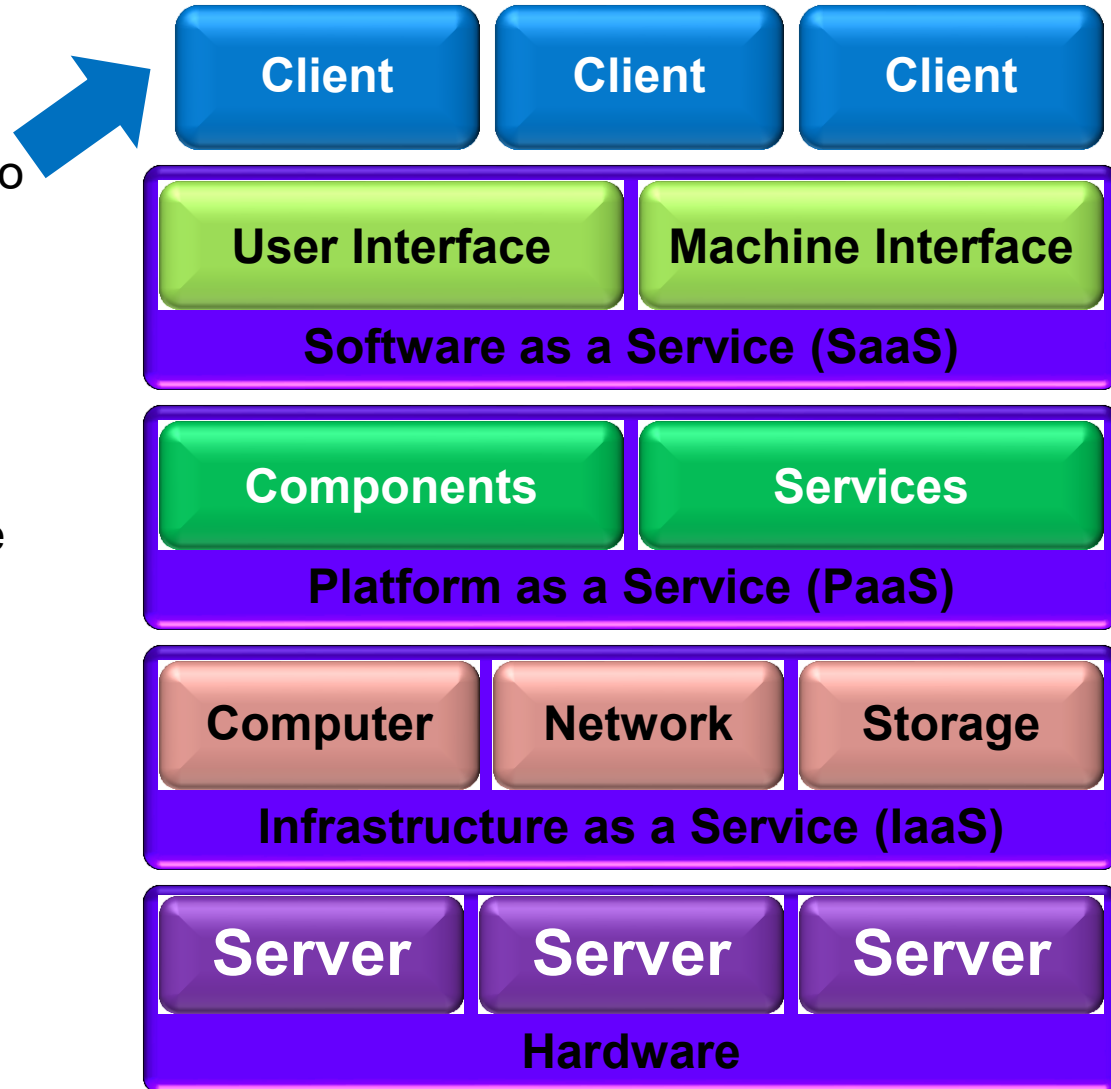
# Layered Architecture: IaaS, PaaS & SaaS

- **Application:** layer to install applications, to be available via Web and Internet via Cloud



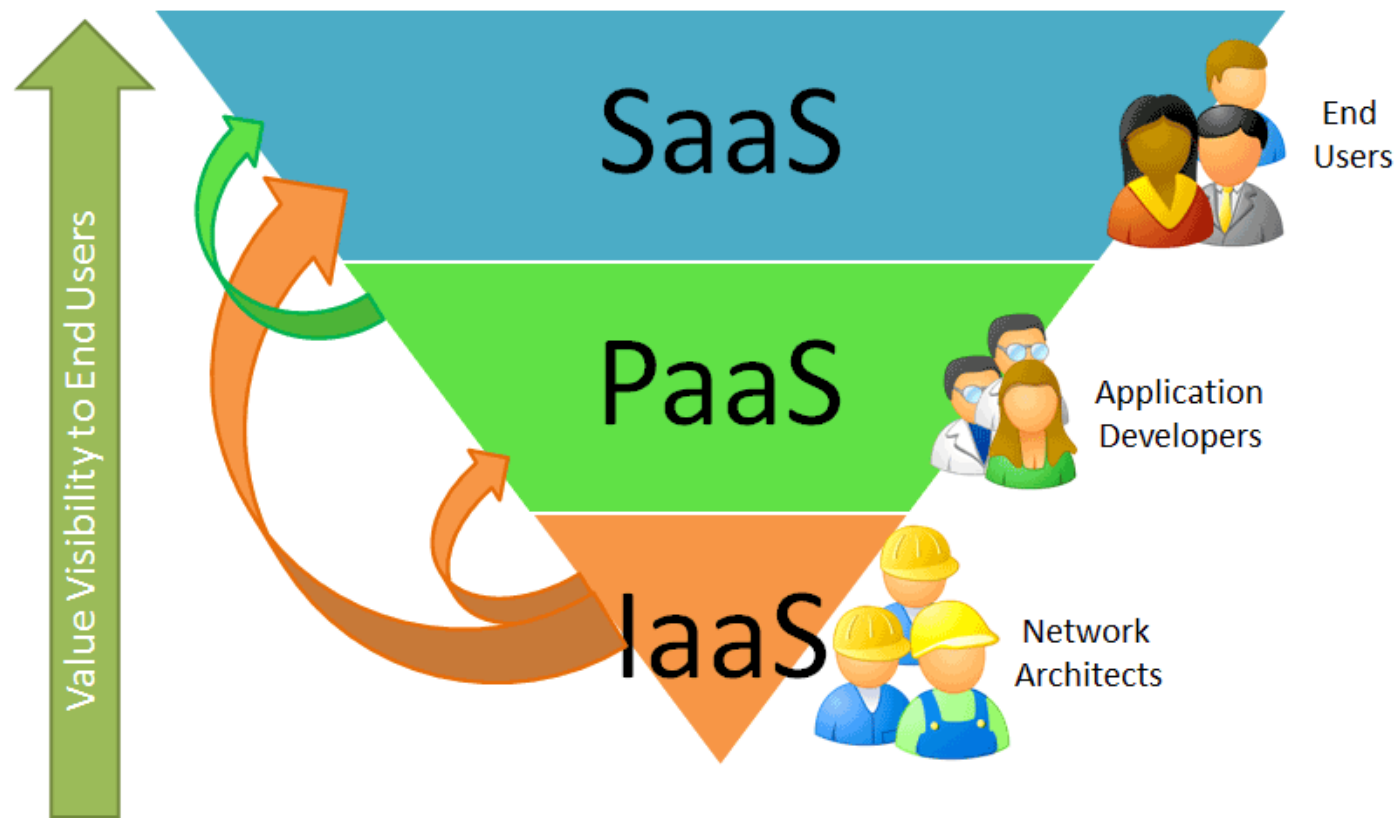
# Layered Architecture: IaaS, PaaS & SaaS

- **Client** software to get access to the system.  
Those applications execute on the **client physical platforms** (remote computers) owned by the final remote user  
they can communicate with the Cloud via the **available interfaces**





# Layered Architecture: Actors



# Some SaaS and \*-aaS examples

## SaaS

From desktop applications: **Google Apps** (Gmail, Google calendar & docs), **Microsoft Window live** (Hotmail, Messenger, ...) to search engines, Google, Yahoo, Several **social networks** (Facebook, LinkedIn, Twitter, ...)

## PaaS typically accessed via Web service

Services available internally to and interacting with other applications, as **Google Maps**

## IaaS some experimental infrastructures

Several examples, with virtualization services, **Amazon Web Services** (S3), **Elastic Computing Cloud** (EC2), to several management and monitoring desktops to control execution (Sun global desktop, Zimdesk, ...)

# Cloud different from ...

- **Grid Computing**

- A cloud is more than a **collection of computer resources** because a cloud provides a mechanism to manage those resources  
Provisioning, change requests, workload balancing, monitoring
- Cloud computing is an infrastructure that sits on top of a data centre for efficiency

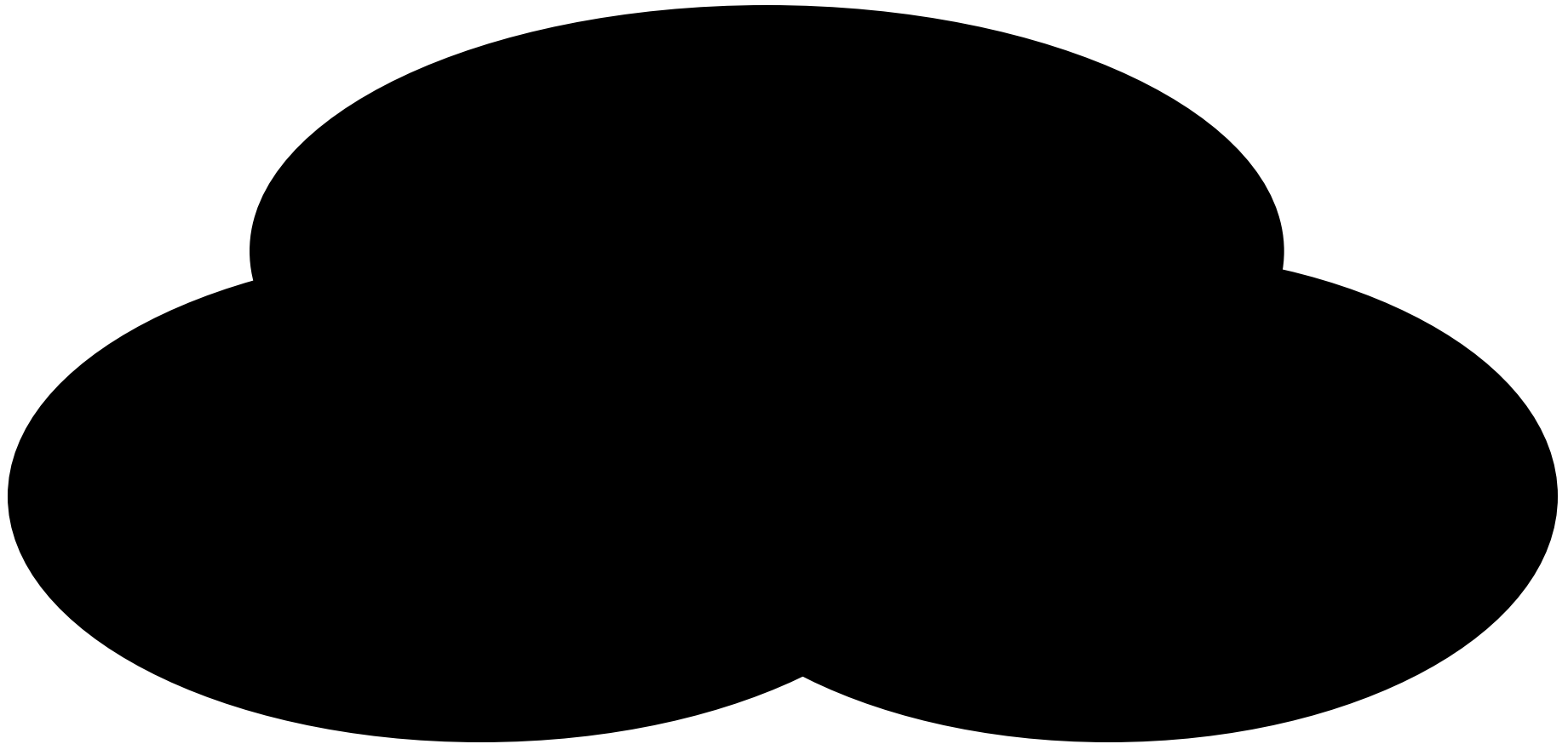
- **Utility Computing**

- Service that allows users to **deploy, manage, and scale** online services using the provider's resources and pay for resources they consume
- Users want to be in control of what runs on each server
- **Cloud users** want to avoid infrastructure. The provider is in complete control.

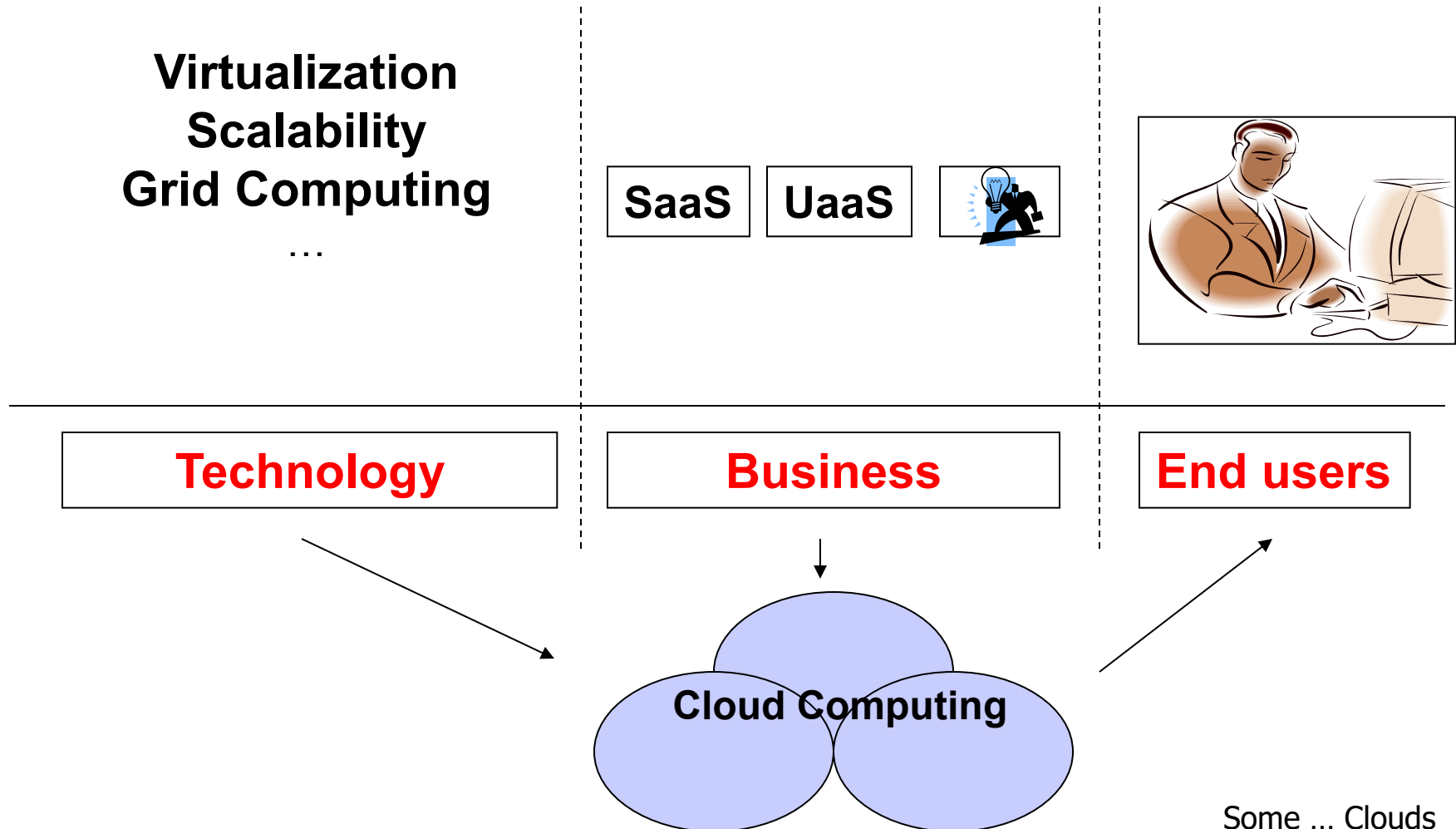
- **SaaS**

- Software that is **owned, delivered, and managed remotely** by one or more providers
- Software that allows a sharing of application processing and storage resources in a one-to-many environment on a pay-for-use basis, or as a subscription

# Evolution of Cloud Computing



# Technology & Business



# Cloud computing: reality check

- **Amazon Elastic Computing – EC2**: virtualized images (DB+Software and middleware+OS), Xen, simple SLA console
- **Google App Engine** (Software as a Service, web applications, Google App Engine, sandbox for management and security)
- **IBM Blue Cloud**: virtualized images (DB+Software and middleware+OS), Xen, Tivoli (monitoring and management), simple SLA console
- **HP/Yahoo/Intel Test Bed**: virtualized images, Xen, simple SLA console
- **Microsoft Azure**: recently launched by Microsoft
- **Openstack**: standard effort with large diffusion
- **Research initiatives** (*RESERVOIR EU FP7 project*, previous projects on grid computing such as EEDGE, ...)

Others ongoing projects: **Eucalyptus**, **3Tera**, ...

# Cloud Key Goals

## Infrastructure Perspective

- How can we provide flexible compute resources quickly to promote **rapid prototyping**?
- How do we deploy applications that **scale up** to meet increasing demands over time?
- How do we manage 100,000's of machines with **minimal human intervention**?
- How can we make the most **efficient** use of all the compute resources in a data center?

# Cloud Deployment Models

Typically three models

- **Private cloud**

- enterprise owned or leased

- **Community cloud**

- shared infrastructure for specific community

- **Public cloud**

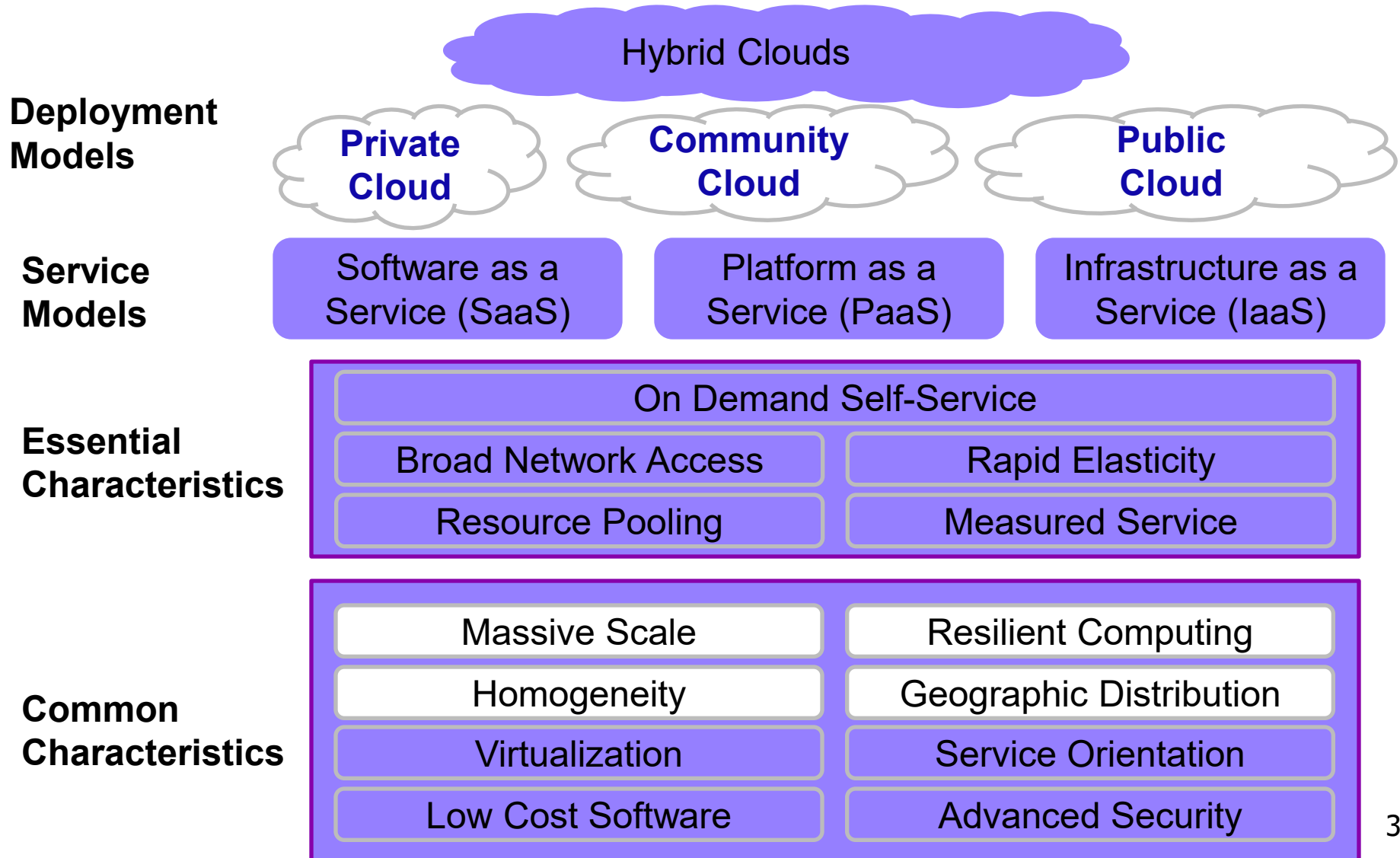
- sold to the public, mega-scale infrastructure

- **Hybrid cloud**

- composition of two or more clouds

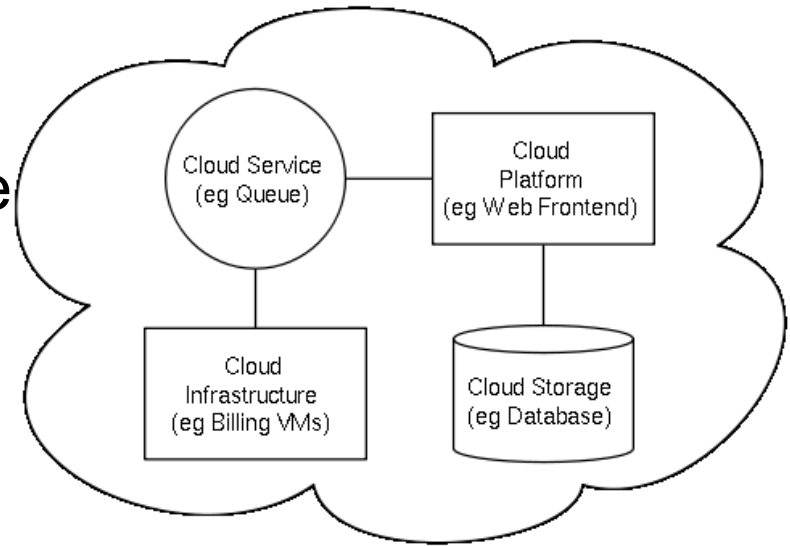


# The NIST Cloud Definition Framework



# Cloud components

Cloud Computing software systems have a typical **structure based on components** that can communicate with each other via well defined **interfaces** (often Web Services)



- **Four main components:**

- one **Cloud platform**, with an externally available **interface accessed via web** to cooperate with the real or virtual internal infrastructure
- one **virtualization infrastructure** and the management system for the control, monitoring, and billing for **client requests**
- one internal **memory system typically via a database**
- one internal **manager** to handle **external requests** (management, queuing, and controlling)

# Cloud computing ...

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## ■ Goal and requirements

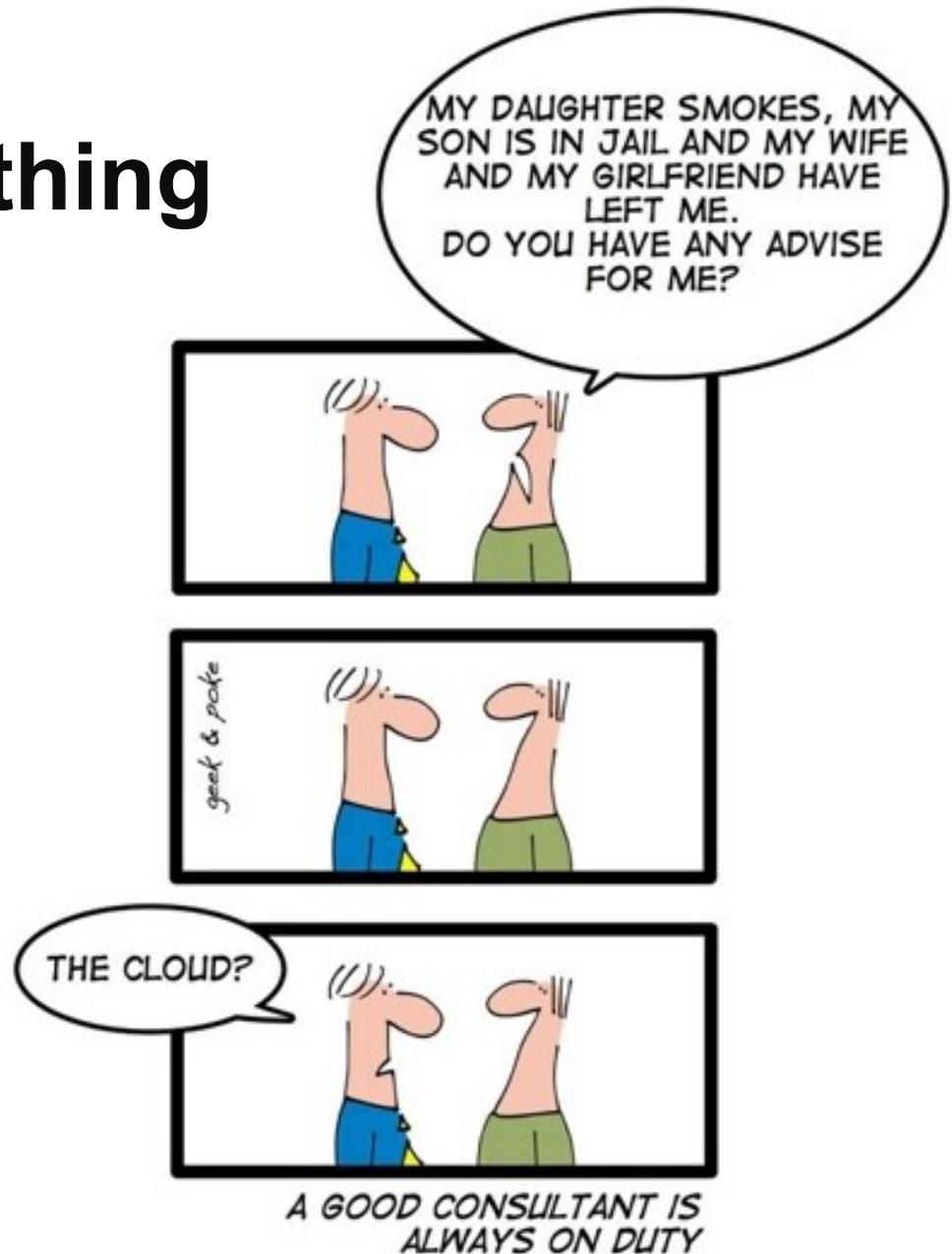
- **Cost reduction** (to minimize deployment cost, energy, storage, computing power, ...)
- **Scalability on demand** (resources handled in an “elastic way”, all **system resources** are **virtualized** as for **virtual machine**, agreed and granted in **SLA** (Service Level Agreement)
- **Automated provisioning and ease of use** (utility computing + infrastructure, platform, and SaaS)

## ■ Technical areas of intervention

- **Management** (system resources, power-saving, ...)
- **Interoperability & portability** (data, applications, and virtual machine images)
- **Measurement and monitoring** (dynamic on line monitoring, accounting control, ...)
- **Security** (privacy/data control, reputation, ...)

# Cloud for everything

Not exactly  
for everything 😊



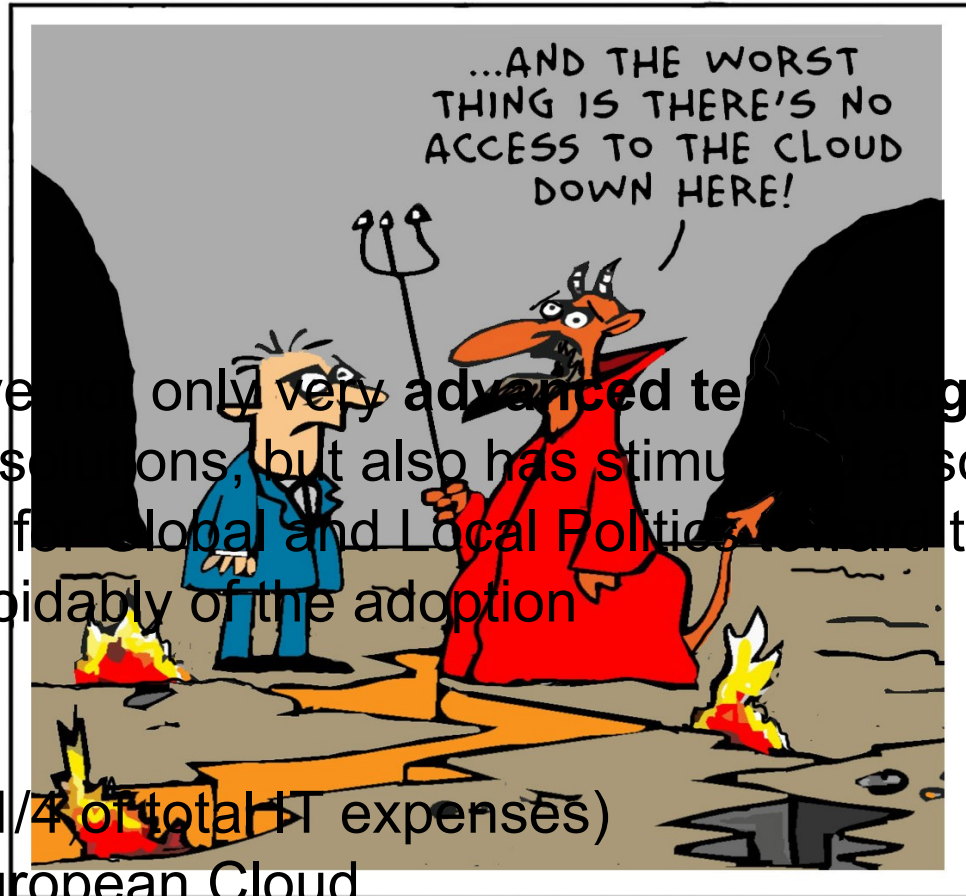
# Cloud computing today

The **Cloud** term and its related technologies have become very common also for non technical users

- Advertising
- Humor
- Buzzword

Cloud has provided have not only very advanced technologies **also very widespread** solutions, but also has stimulated some directions as guidelines for Global and Local Politics toward the necessity and the unavoidability of the adoption

- G Cloud in UK
- USA: Federal Cloud (1/4 of total IT expenses)
- UE pushing toward European Cloud



# New Business models (NIST - March 2011)

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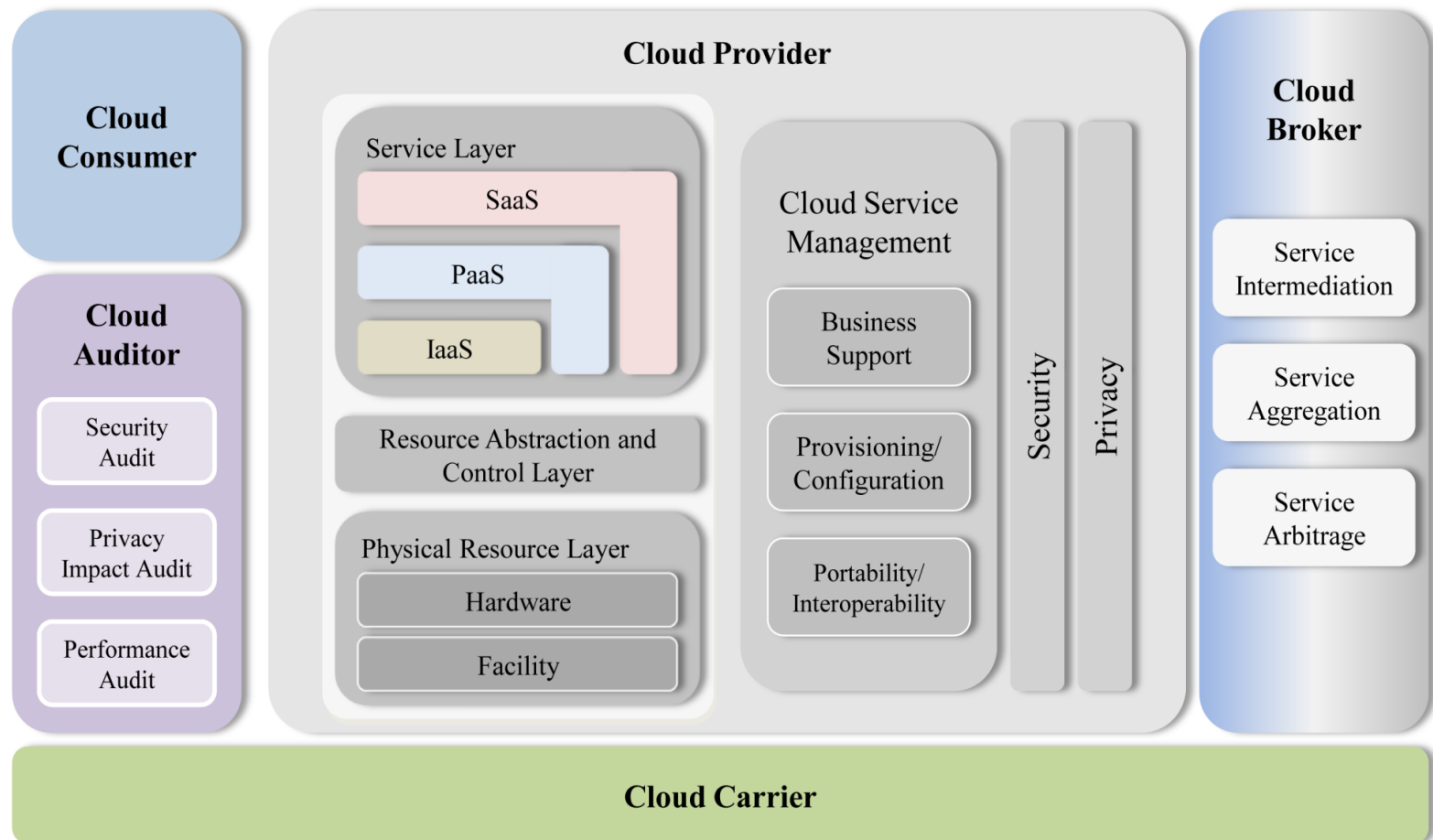
## New business roles stemming from Cloud

- Consumer, Provider,
- Carrier, Broker, Auditor

Actor	Definition
Cloud Consumer	Person or organization that maintains a business relationship with, and uses service from, <i>Cloud Providers</i> .
Cloud Provider	Person, organization or entity responsible for making a service available to <i>Cloud Consumers</i> .
Cloud Auditor	A party that can conduct independent assessment of cloud services, information system operations, performance and security of the cloud implementation.
Cloud Broker	An entity manages the use, performance and delivery of cloud services, and negotiates relationships between <i>Cloud Providers</i> and <i>Cloud Consumers</i> .
Cloud Carrier	The intermediary that provides connectivity and transport of cloud services from <i>Cloud Providers</i> to <i>Cloud Consumers</i> .

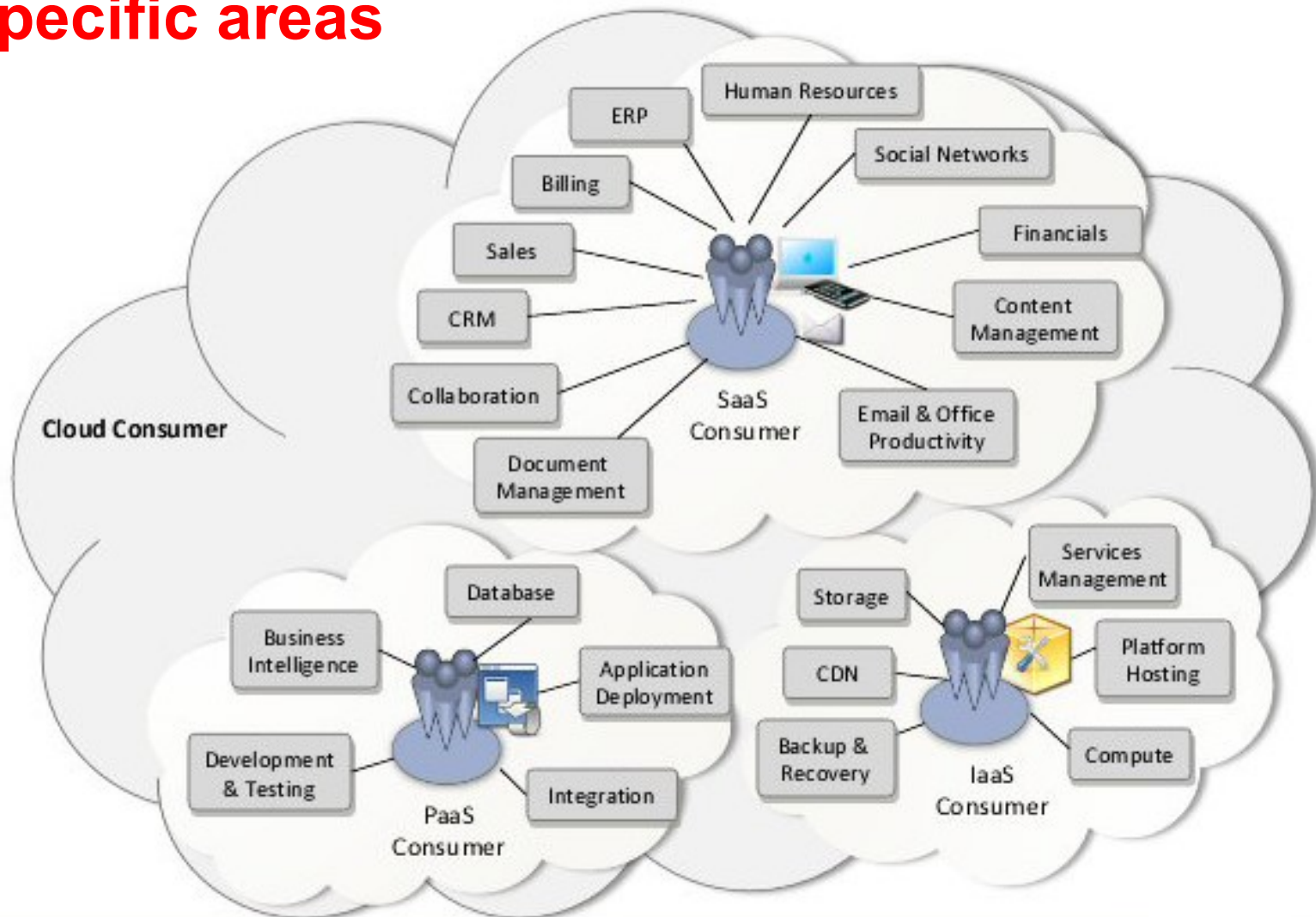
# Complete model of service

Some **roles** and **offerings** are still not so widely available



# Typical areas of service offering

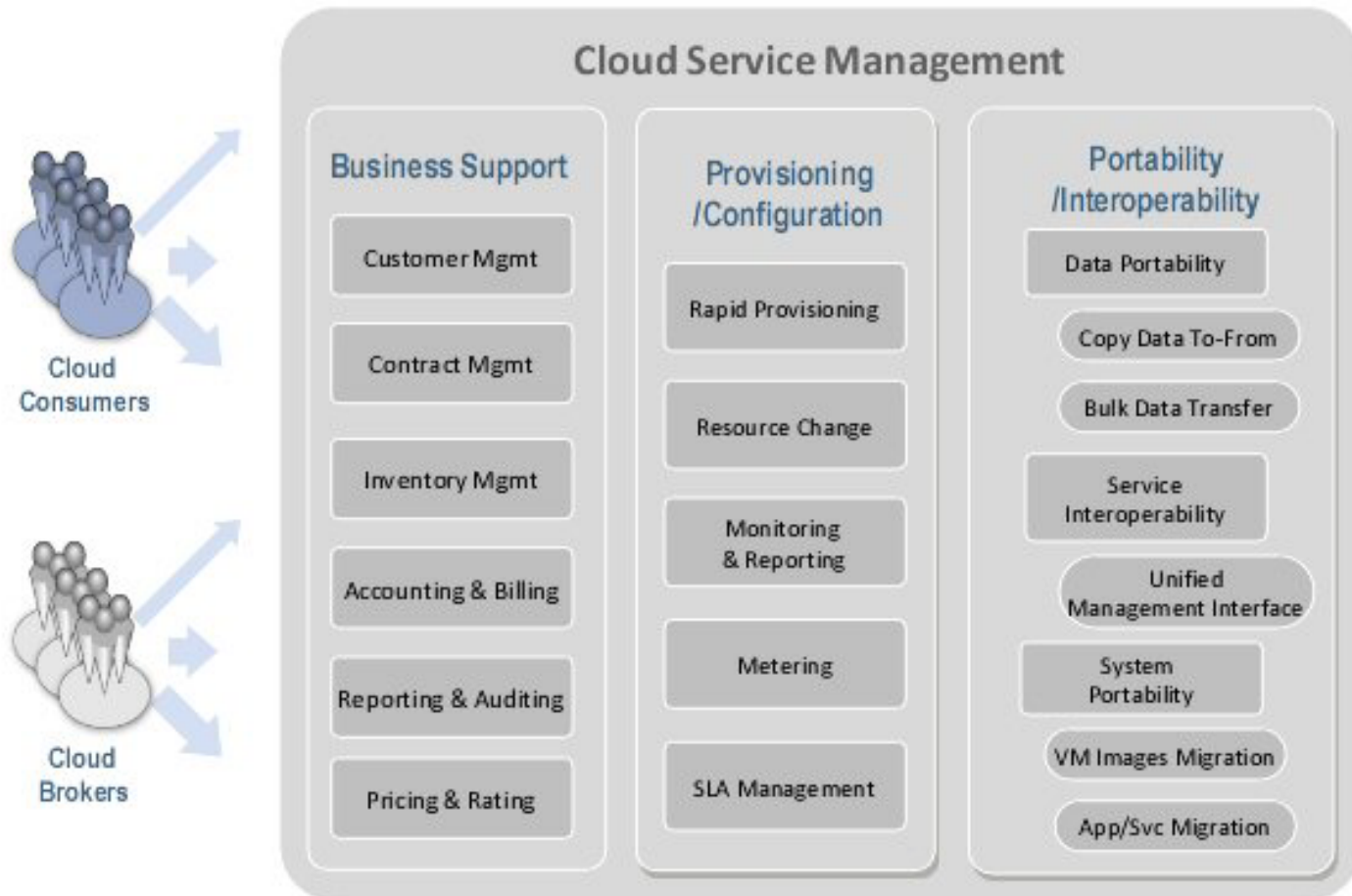
**Clients tend to receive services in some specific areas**





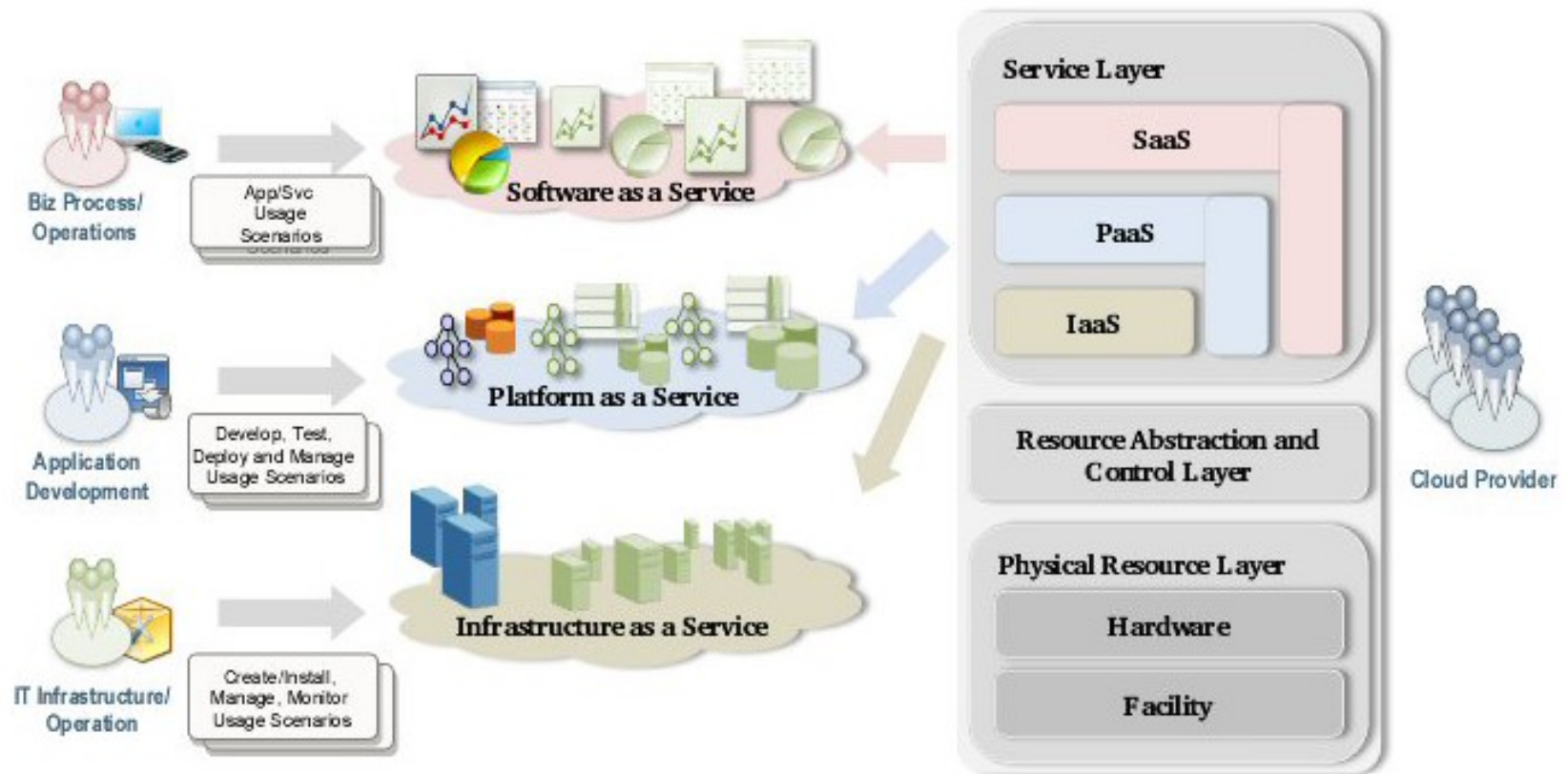
# Cloud Provider – Service Handling

Providers must grant QoS of services, by assuring **portability, interoperability and security**, apart from **performance**

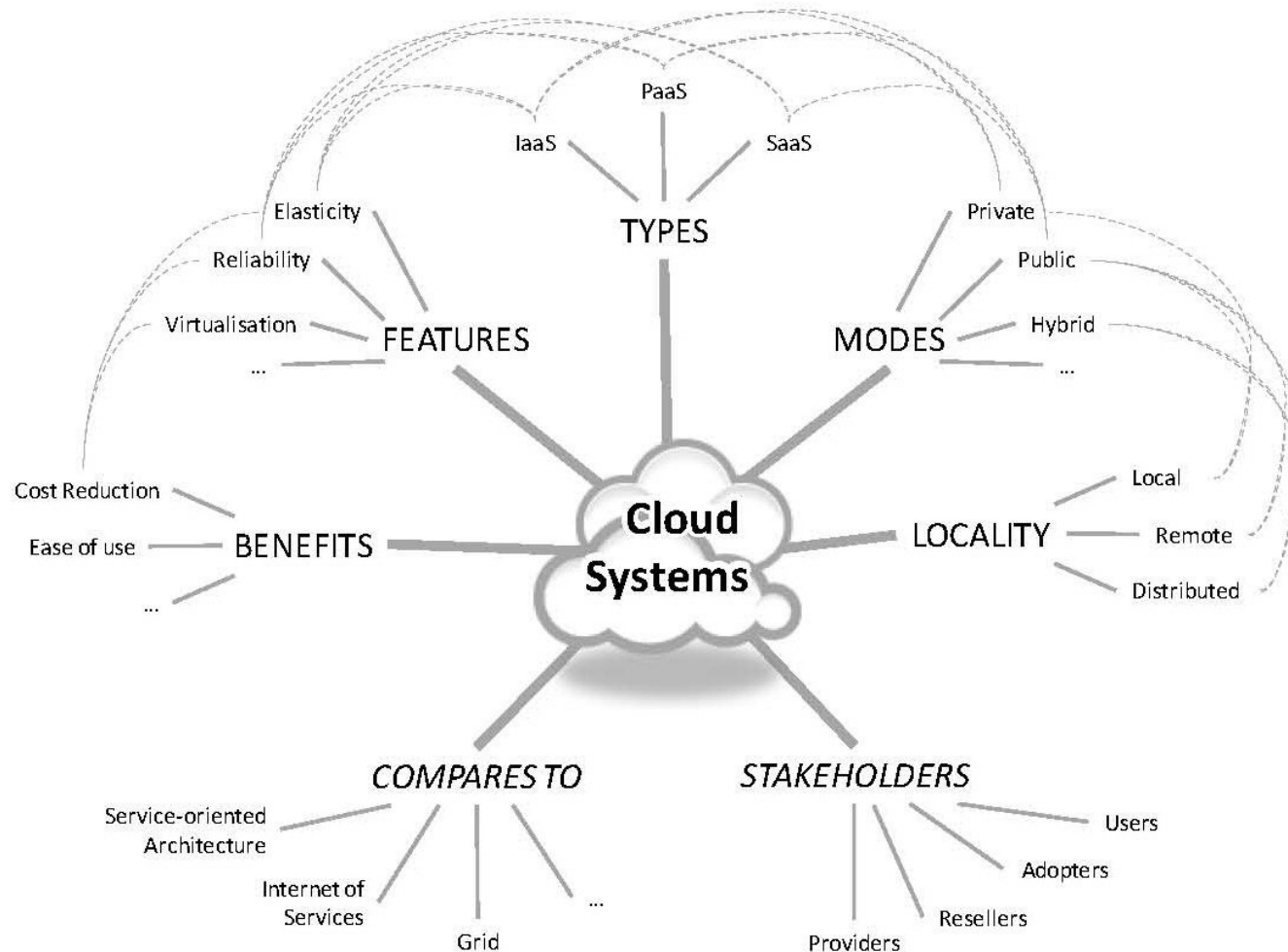


# Cloud Providers - Orchestration

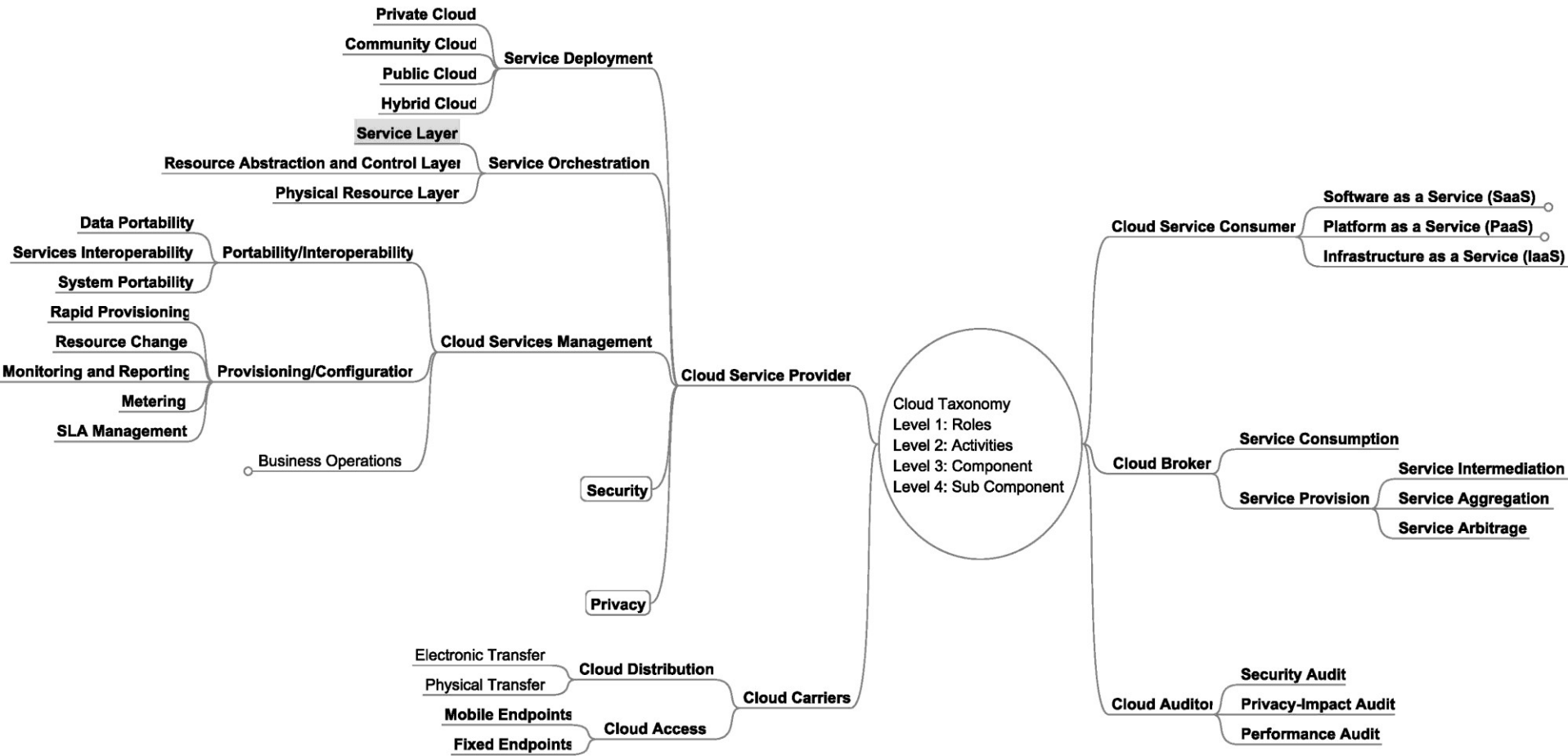
Providers should (could) coordinate offered services, implementing **aggregation, intermediation, control** and **monitoring**



# Some significant aspects



# A taxonomy



# Some open technological problems

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**Many aspects have been solved, not all of them are, some still hard to tackle**

- **Virtualization**
  - New forms of resource virtualization
- **Differentiated and global resource localization**
  - Federation and coordination of global resources
- **Security, Privacy and SLA adherence**
  - Verifiable and trusted assurance policies
- **Easy Control, handling and management by user**
  - Easy-to-use and user friendly actions and tools
- **Data and QoS management**
  - self-\* and automated system capable of adaptation
- **API and platform enhancements**
  - New platforms e new interaction modes

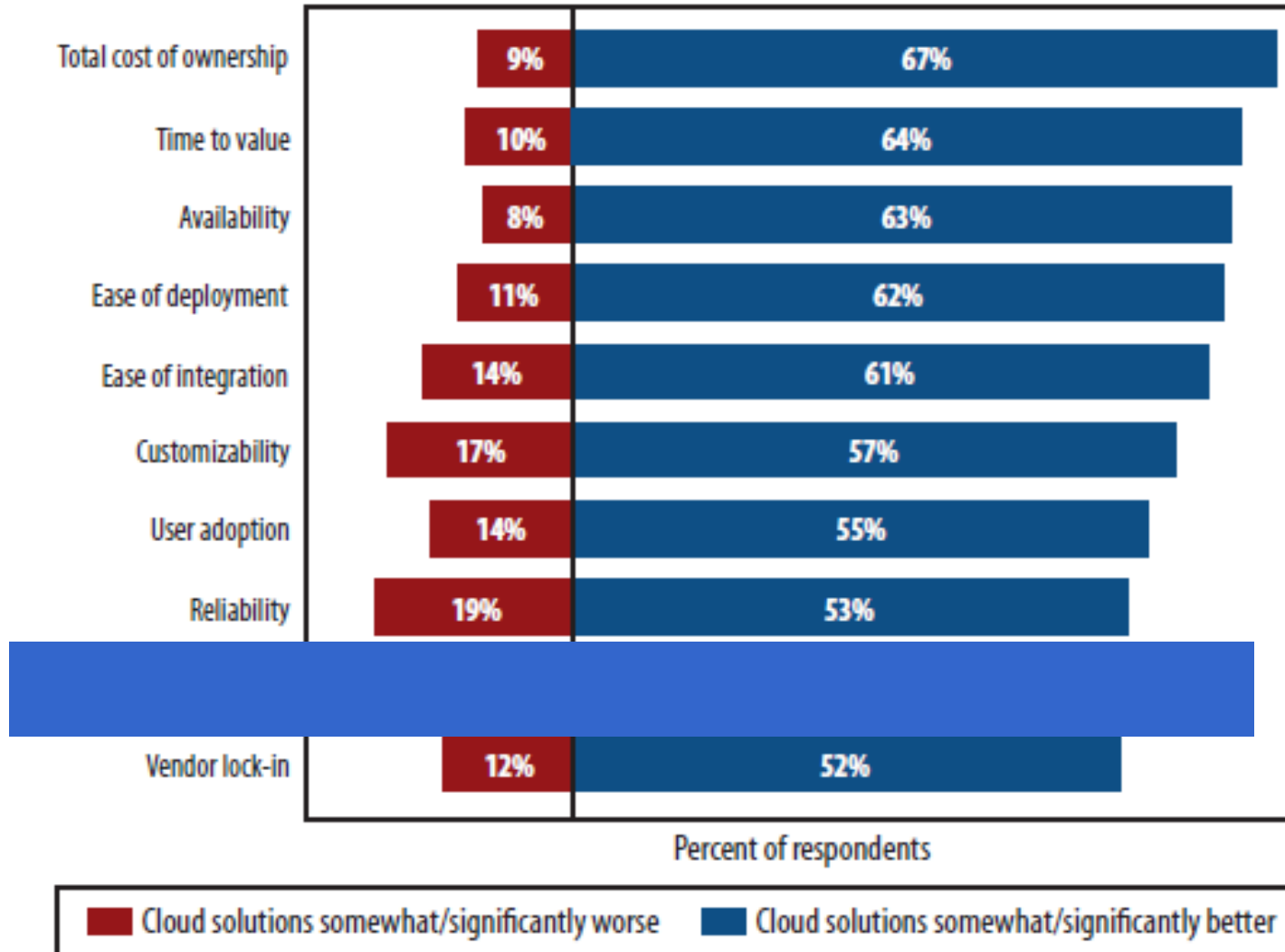
# Related Issues and Areas

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**Several directions and guidelines can be applied coming from neighbor areas**

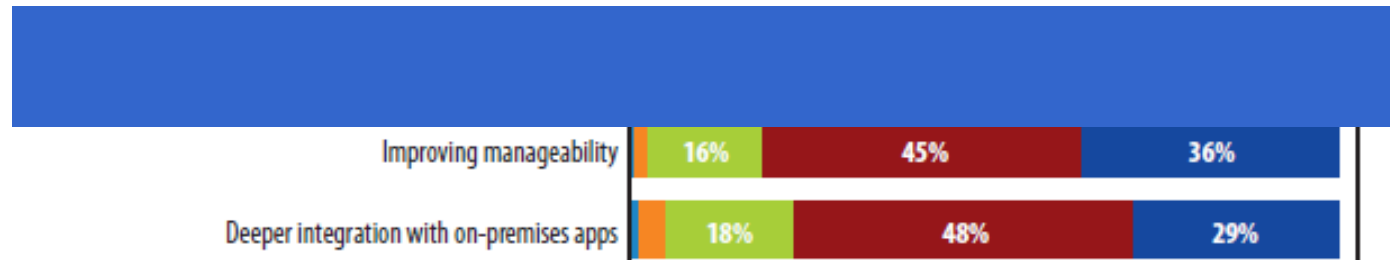
- **Mobility**
- **Green e sustainability**
- **Novel business models**
- **Open-source and globally-available resources**
- **Peculiar legal aspects**

# Cloud computing: pros and cons

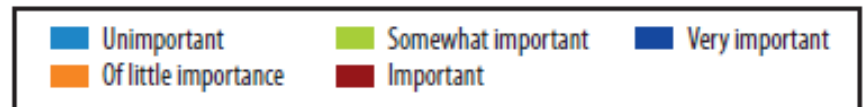
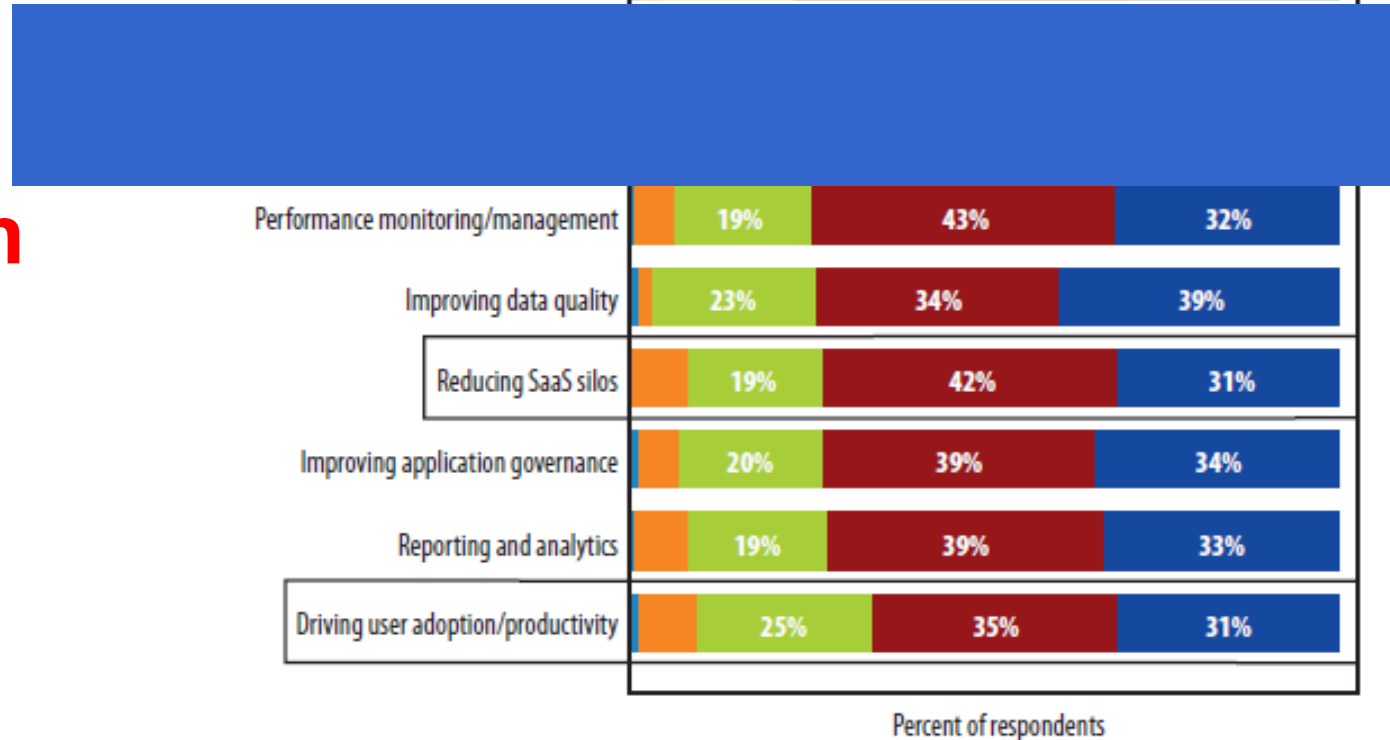


# Cloud : perception and challenges

## Security



## Integration





# Standard: a necessity

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**Cloud as a new sector, unavoidable in expansion and spreading, but acceleration can be favored by standard acceptance**

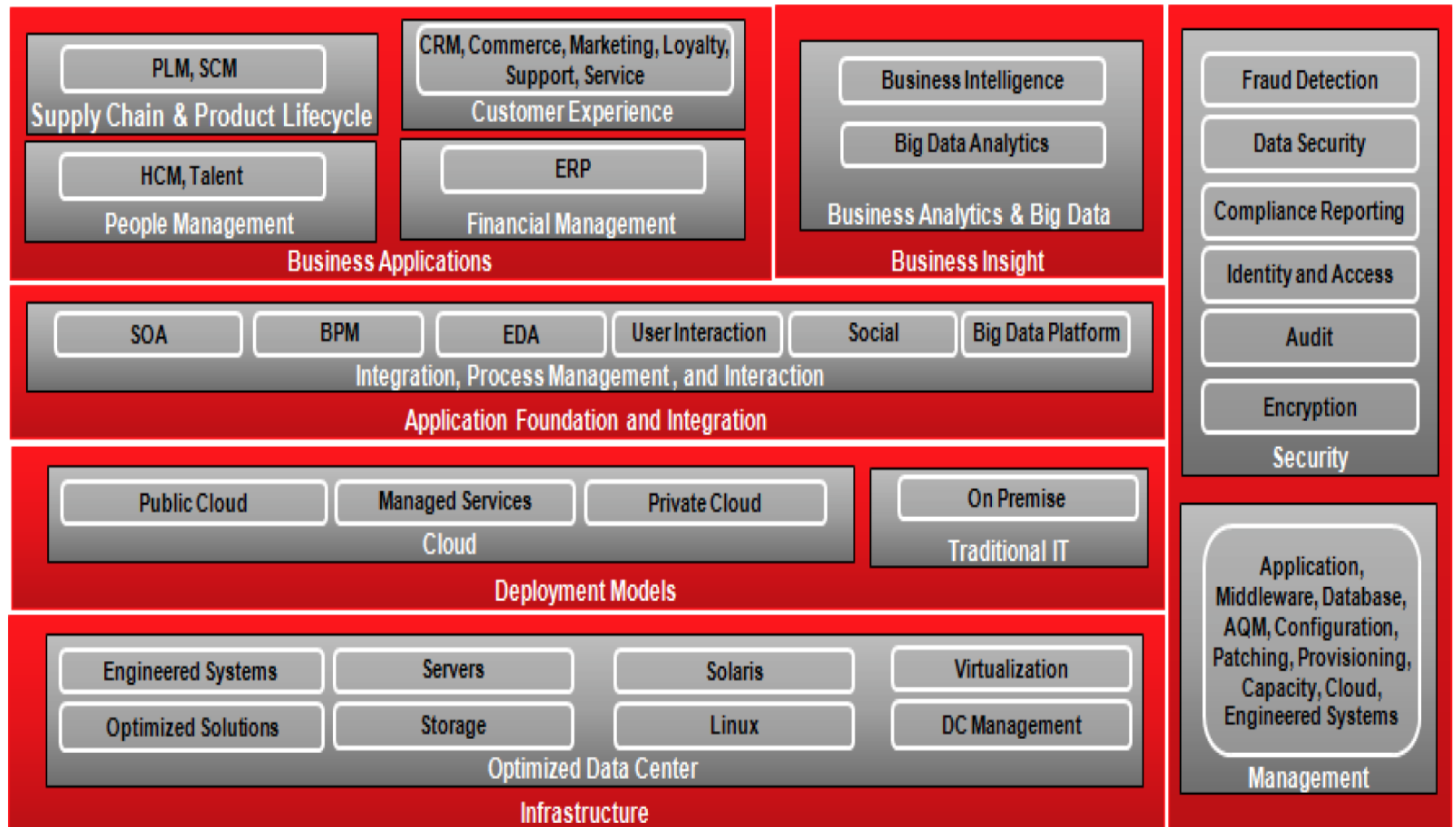
- **Clarity about new roles and responsibility**
- **Open source standard and implementations**
- **Integration with existing protocols (mobile ...)**
- **Supports for sustainability**
- **Global and local legal clarity**

- **Ties with other areas:**

**Big Data, Open Data, and Smart City**

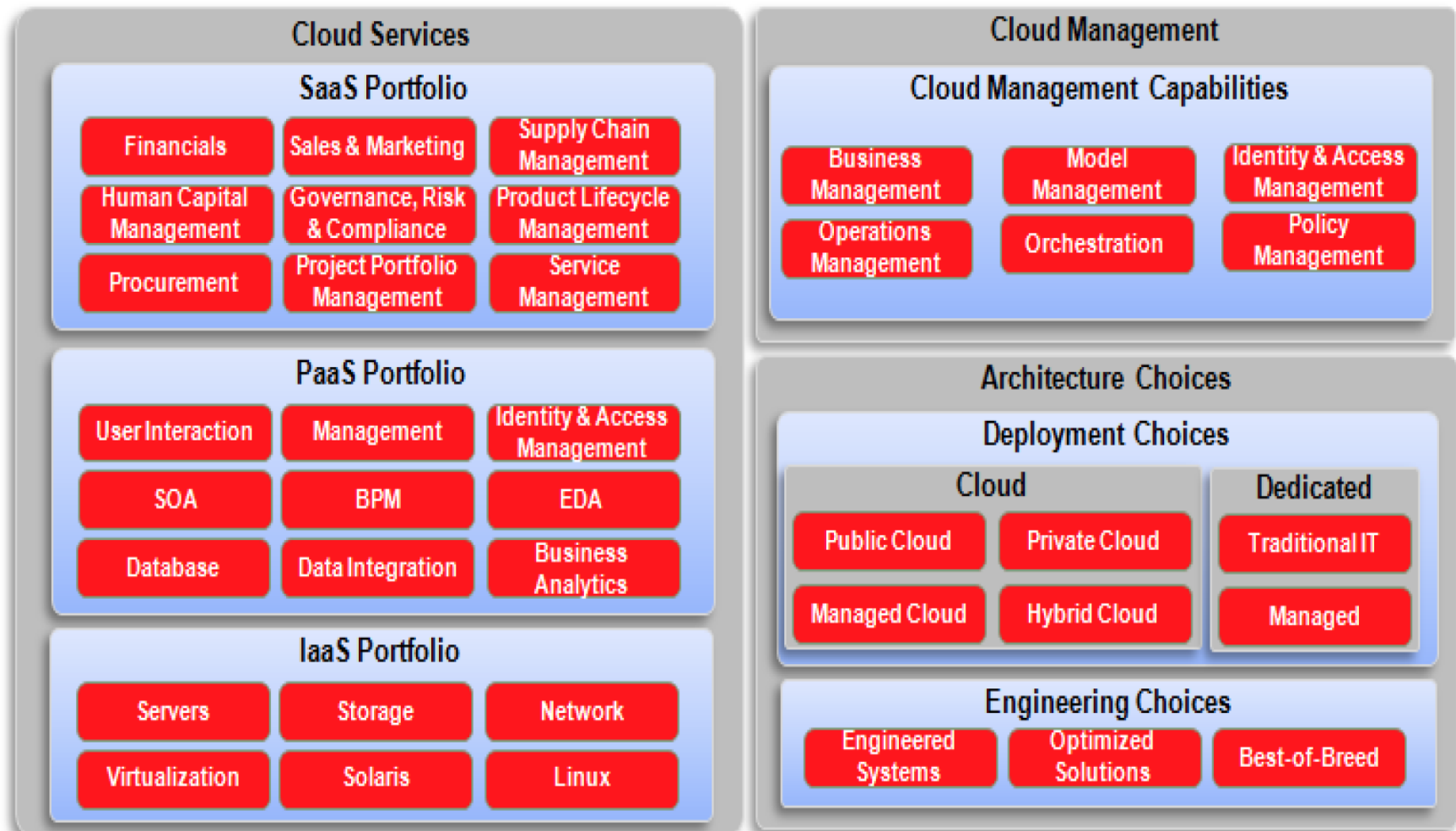
# Cloud offer ecosystem

A possible **Cloud portfolio of offered business applications**



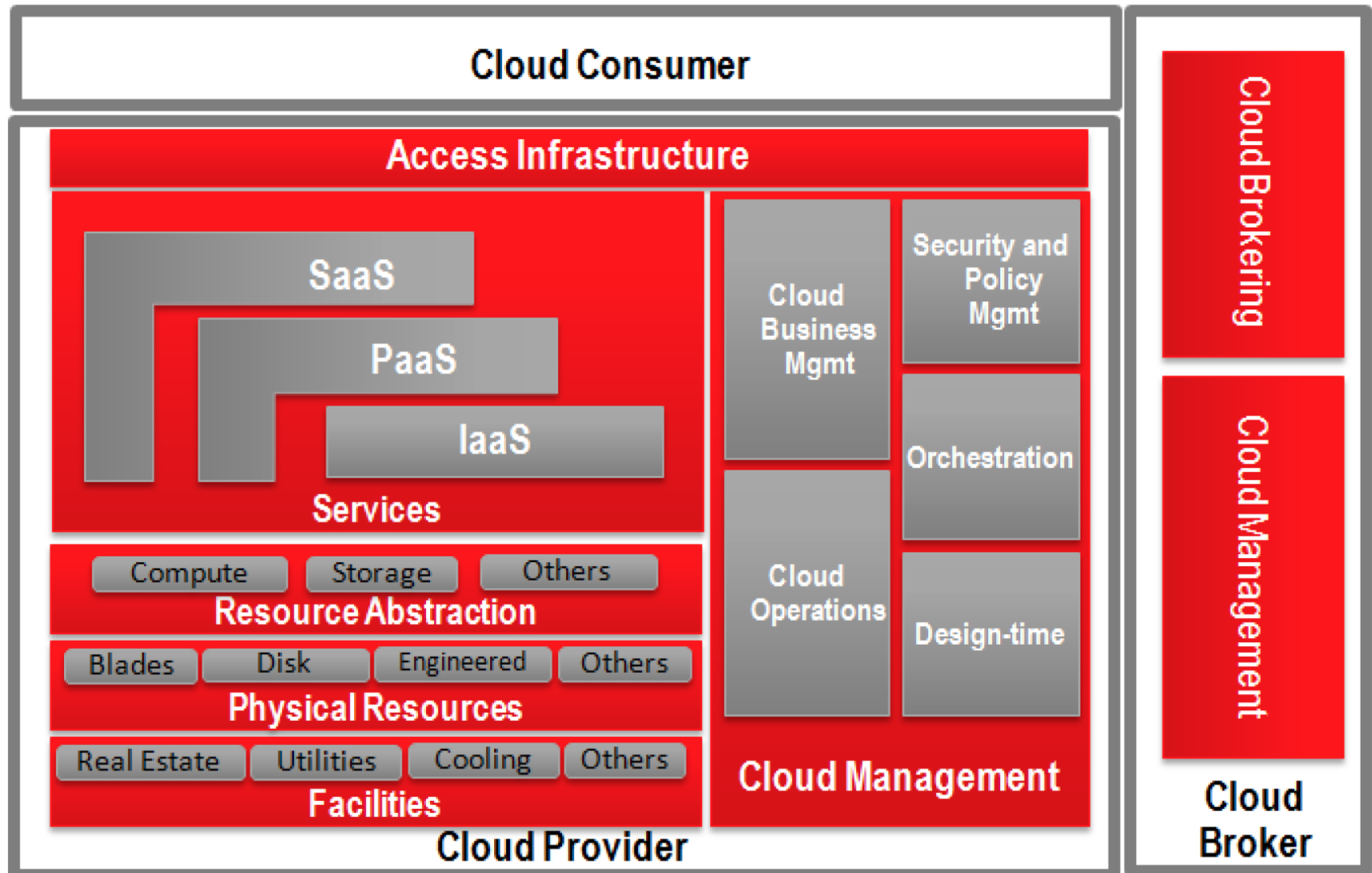
# Cloud Solution scenario

A possible **Cloud offer portfolio in internal organization**



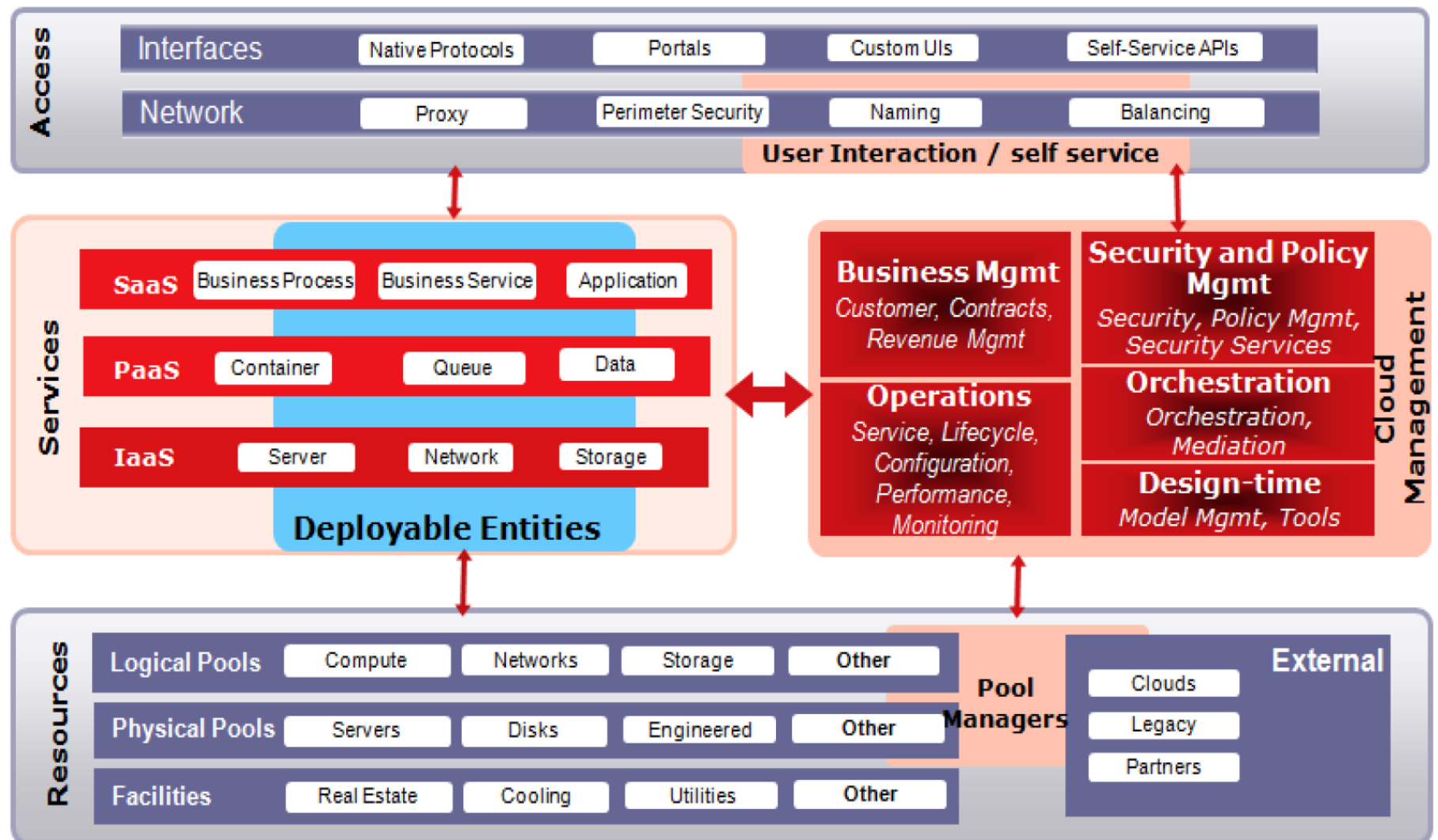
# Cloud Solution roles

A possible **Cloud set of scopes**



# Cloud Components

## A Cloud-layered infrastructure in Cloud components



# Cloud Management

## A Cloud-layered infrastructure for management

