

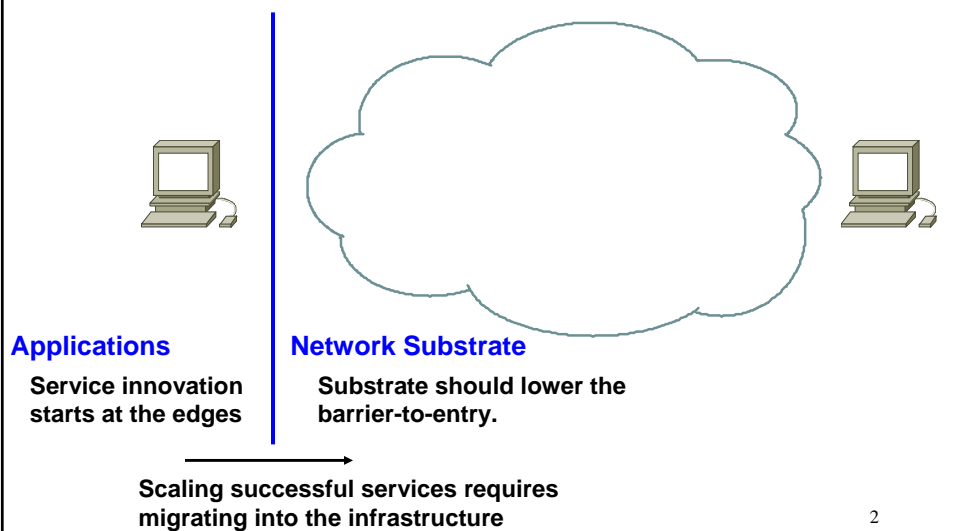
Towards the Big "C" Cloud

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August 2009

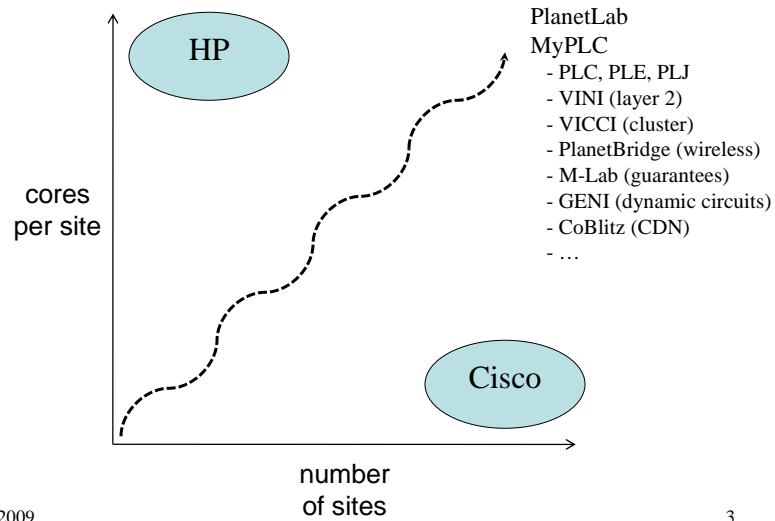
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Scaling Services



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Design Space



Design Space

- Dimensions
 - 1 – 1,000 sites
 - 1 – 1,000 cores per site
 - 1 – 1,000 autonomous owners
 - 1 – 1,000 applications/services

Design Space

- Differentiating Properties
 - elastic/scalable – pay as you go
 - ↗ does not imply “as many free resources as I can get”
 - ↗ resource need is workload driven
 - network brings some value
 - ↗ not just as happy if all resources in your machine room
 - ↗ reduced latency + scalable throughput
 - ↗ availability (independent failures)
 - managed and dedicated
 - ↗ not individual (p2p) or institution (Grid) contributed

Design Space

- Applications / Programming Models
 - information plane – ping/traceroute
 - routing – send/receive
 - content distribution – get/post
 - distributed file system – read/write
 - distributed database – select/join
 - distributed processing – map/reduce

Common Problems

- Federation – multiple owners
 - common set of abstractions
 - ↗ slice – global account / network-wide resource container
 - ↗ component – encapsulates a set of resources (e.g., a node)
 - ↗ slice authority – vouches for a set of slices
 - ↗ management authority – sets usage policy for a set of nodes
 - common set of interfaces
 - ↗ principals – Register, Lookup, Update, Delete, GetCredential
 - ↗ slices – CreateSlice, DeleteSlice, StopSlice, StartSlice
 - common security architecture
 - ↗ all operations require credentials
 - ↗ credentials explicitly delegated

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Common Problems

- Virtualization – multiple services
 - hypervisor-based vs. container-based
- Remote Management
 - monitoring is a good start
 - ↗ automated anomaly detection is necessary for scale
 - ability to diagnose production systems a must
 - ↗ profiling detail at monitoring overheads
 - other stuff you need
 - ↗ iLO support, ability to bring into safe state, traffic auditing
 - application helper services
 - ↗ package management, resource discovery, data logging

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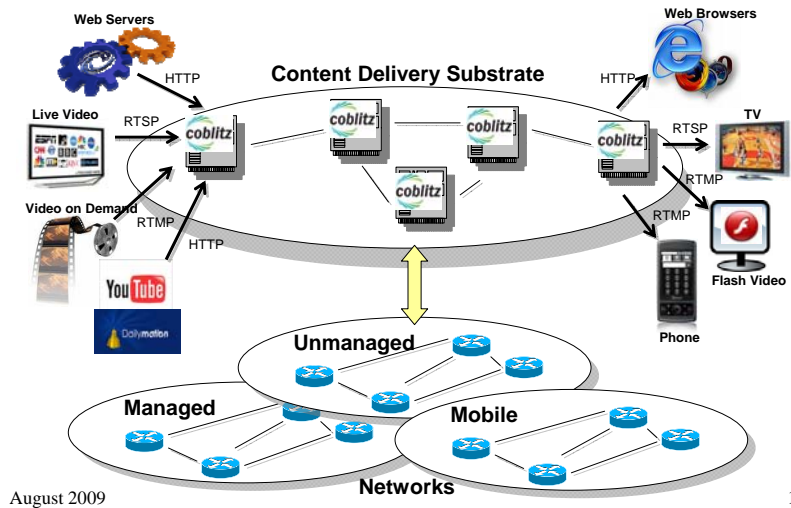
Common Problems

- Resource Allocation
 - support both best-effort and guarantees
 - ↗ don't under value best-effort + controlled-load
 - decouple slice creation and resource allocation
 - separate policy/markets from scheduling mechanisms
- Heterogeneity
 - node: treat as an optimization, not a requirement
 - network: IP is a perfectly good data plane

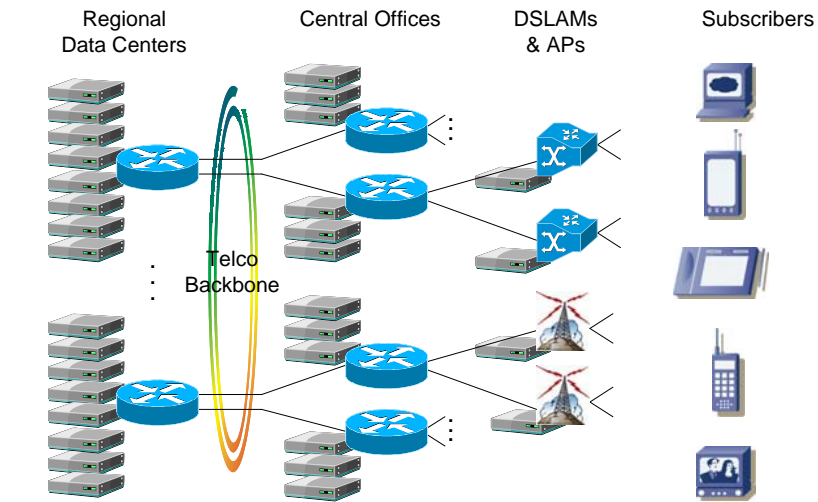
Pull to the Edge

- One potential path forward...

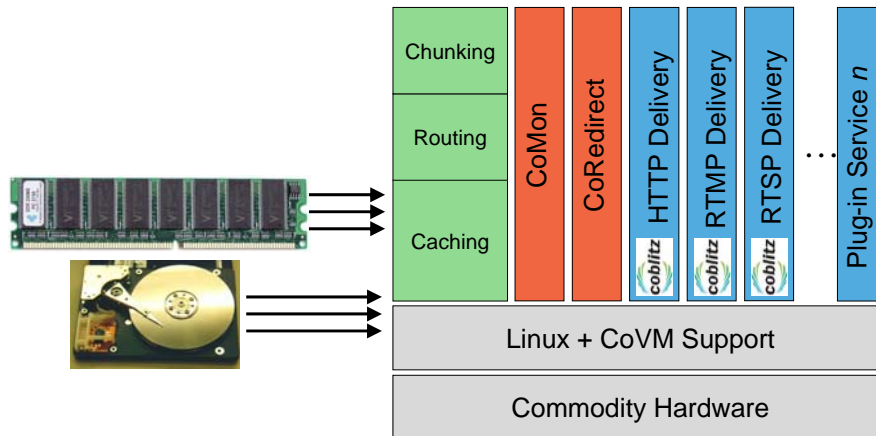
Convergence



Scalability



Extensibility



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Conclusions

- Interoperability... *defining a narrow waist*
 - slice – federated container for service deployment
- Cloud >> Data Centers
 - bandwidth scales at the edge of the network
- CDNs (content) provides an “application pull”
 - compelling reason to put cycles/storage in the net
- Natural home for various functions
 - compute-heavy tasks in the core
 - data/state caching at the edge

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