Are Load Balancing and NAS devices necessary in an IaaS solution? Explain your answer.

Step 1:

Load Balancing and NAS devices are necessary in an IaaS solution.

Explanation: IaaS (Infrastructure as a Service) is a type of cloud computing service which offers virtualized computing resources over the Internet.

Step 2:

IaaS providers make all of the computer hardware resources available to customers, who are then responsible for installing and operating the systems, which they may typically accomplish over the Internet.

Step 3: The following services are provided by the IaaS provider:

Computing as a Service contains virtual central processing units and virtual main memory for the virtual machines (VMs) that are provided to end customers.

Back-end storage is provided by the IaaS provider for storing files.

Networking components for virtual computers, such as routers, switches, and bridges, are provided by Network as a Service (NaaS).

Load balancers are devices that help with load balancing at the infrastructure layer.

Load Balancing is a term used to describe the process of balancing

Sites on the internet are subjected to a wide range of network traffic requirements.

Every day, Google, Yahoo!, Amazon, and Microsoft receive millions of user visits.

The sites utilise a method known as load balancing to distribute the requests across many servers in order to accommodate such web requests.

Load balancing is a technique that involves a server routing traffic to multiple servers, which then share the workload.

Step 4: NAS

Cloud NAS (network attached storage) is remote storage that may be accessed as if it were local over the internet. A third-party service provider normally hosts the storage and charges the consumer a fee based on capacity and bandwidth.

Cloud-based NAS devices show cloud-based storage as mountable devices, which can be replicated in the cloud to suit a company's data redundancy requirements.

Good scalability

Availability: good as long as the LAN and NAS devices work.

Performance: limited by speed of LAN, traffic conflicts, inefficient protocol

 Management: OK

Connection: homogeneous vs. heterogeneous