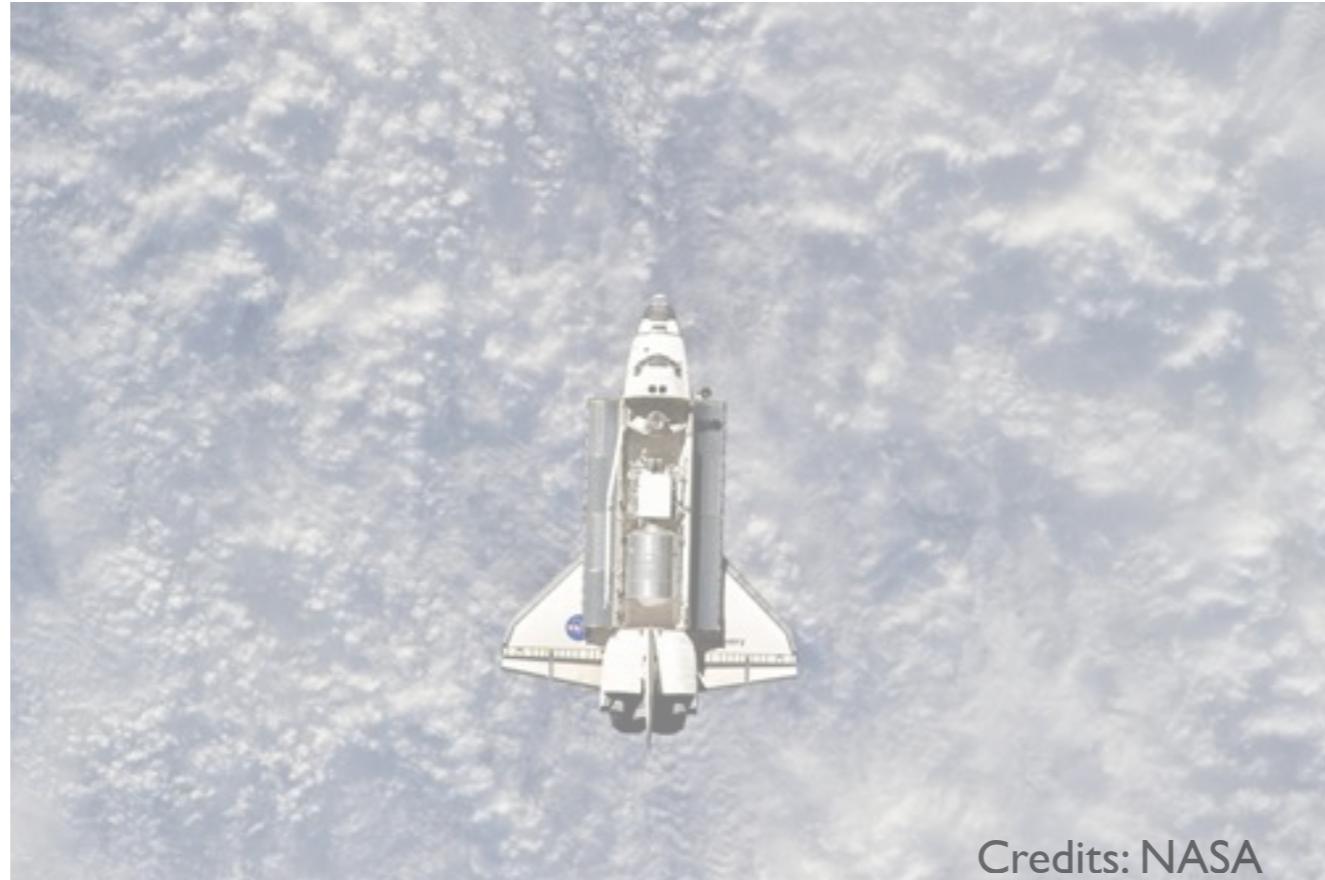


Beyond the Clouds, the DISCOVERY Initiative



Credits: NASA

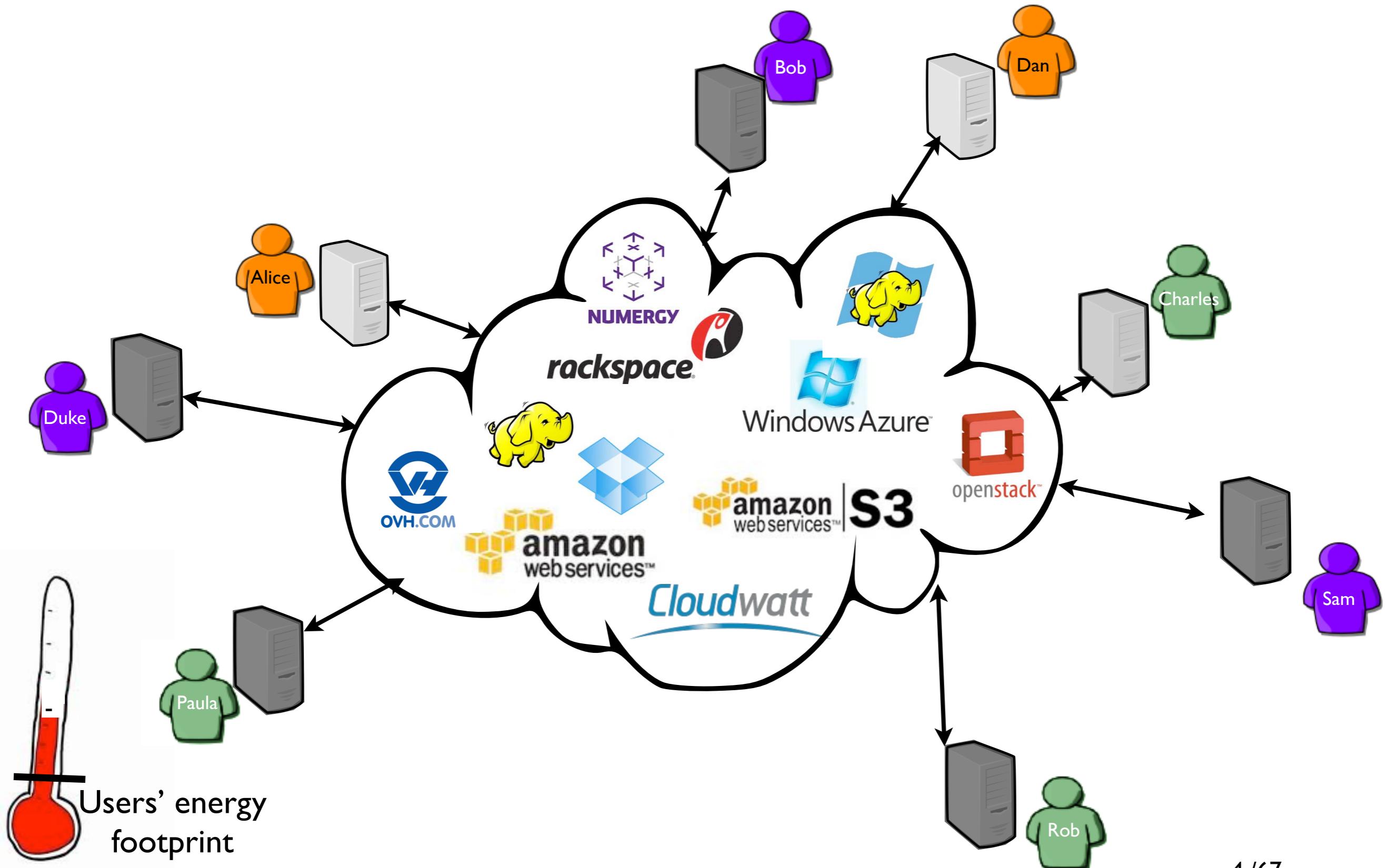
Localization is a key element to deliver
efficient as well as **sustainable** Utility Computing Solutions



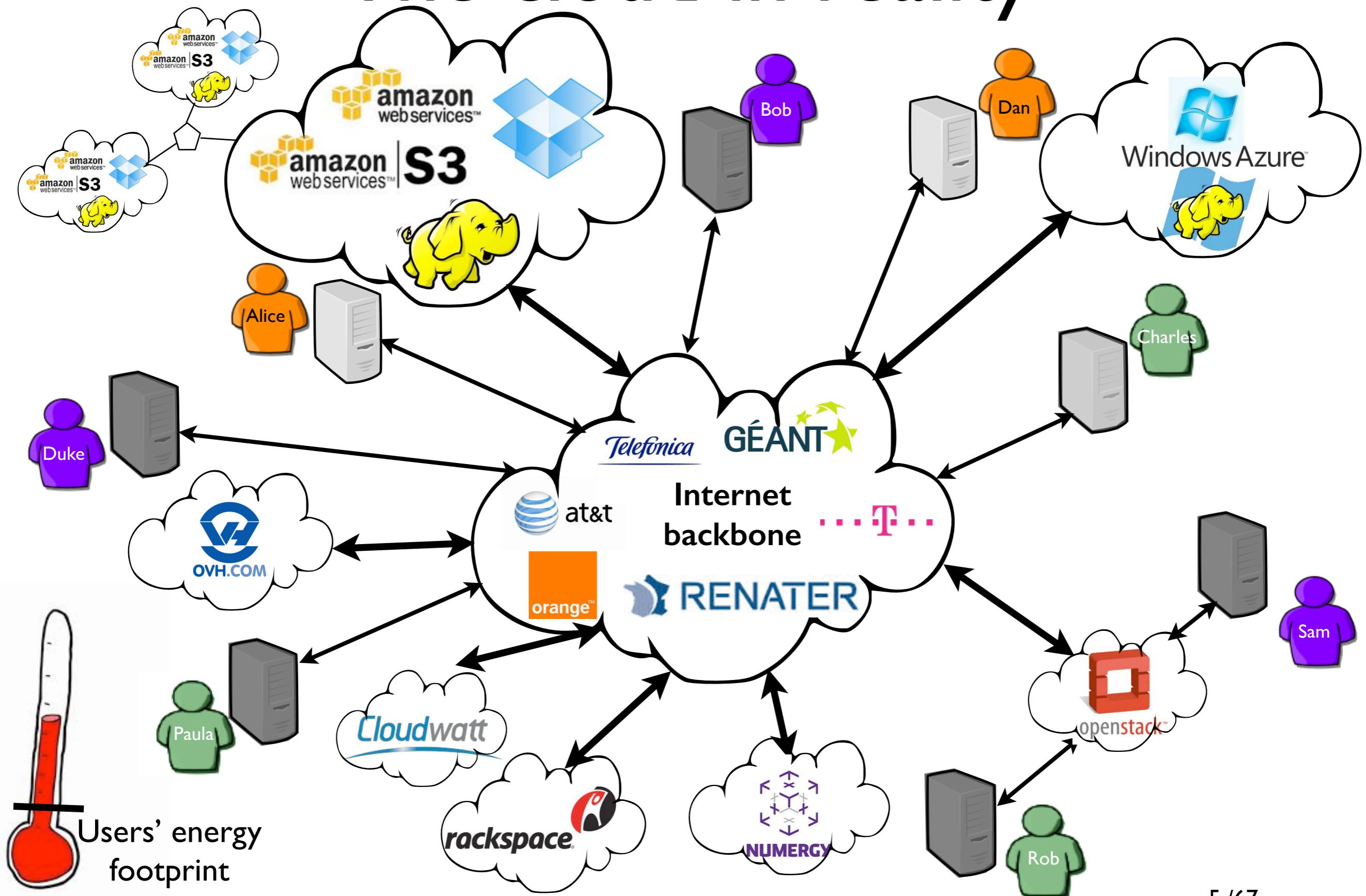
Adrien Lèbre / Ascola Project Team
April, 2014

A simple Idea
Bring Clouds back to the cloud

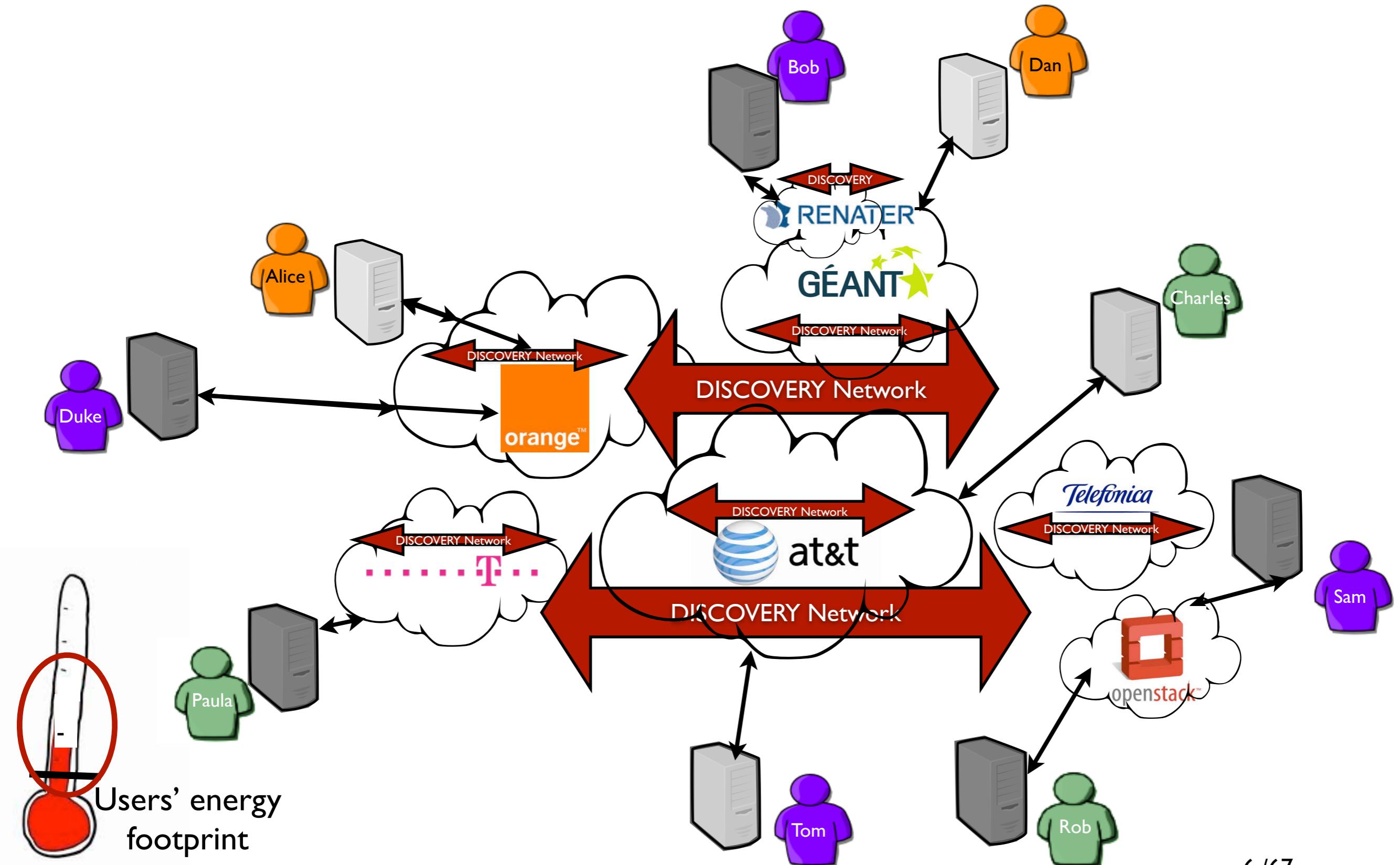
The cloud from end-users



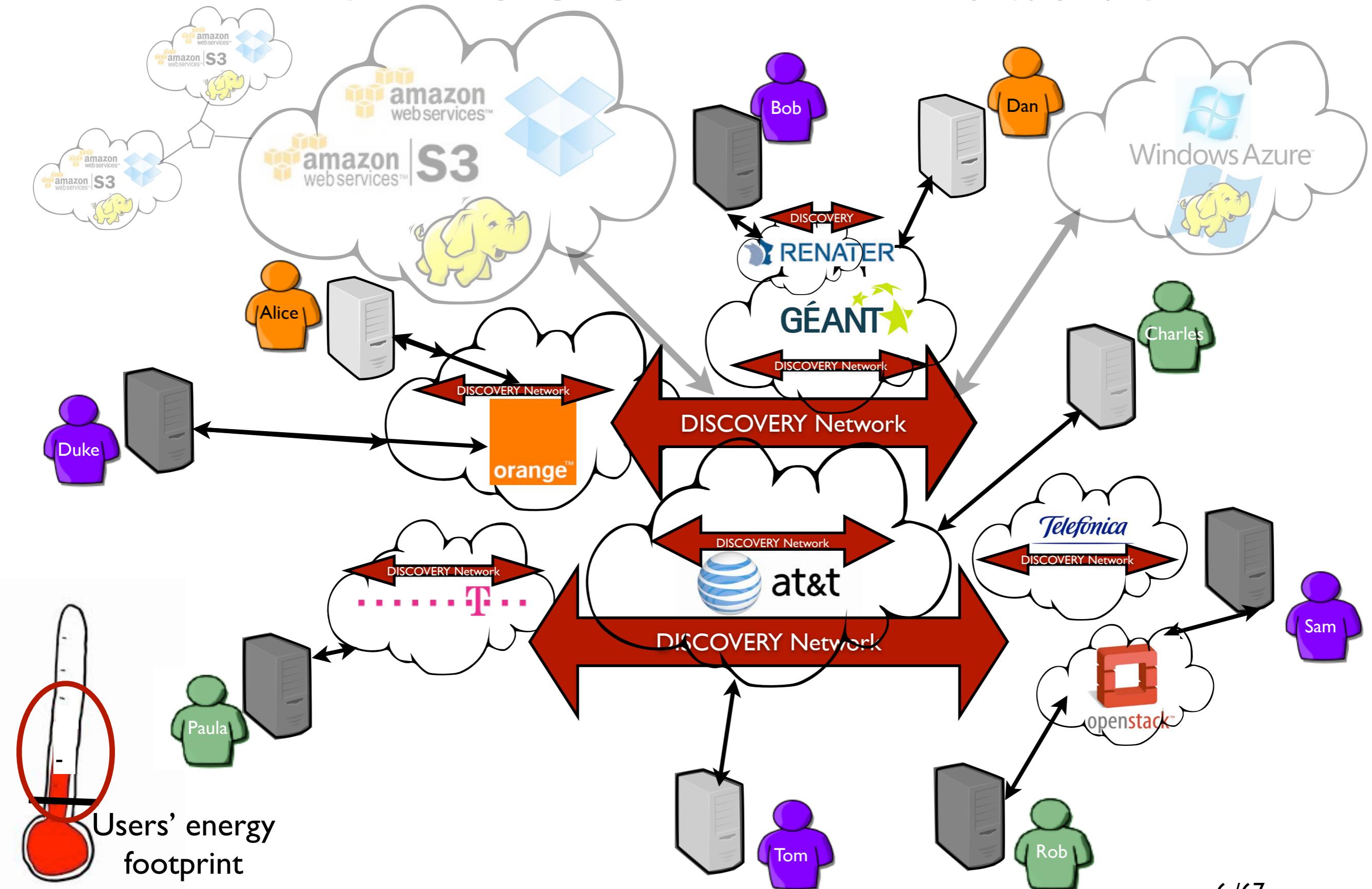
The cloud in reality



The DISCOVERY Initiative



The DISCOVERY Initiative

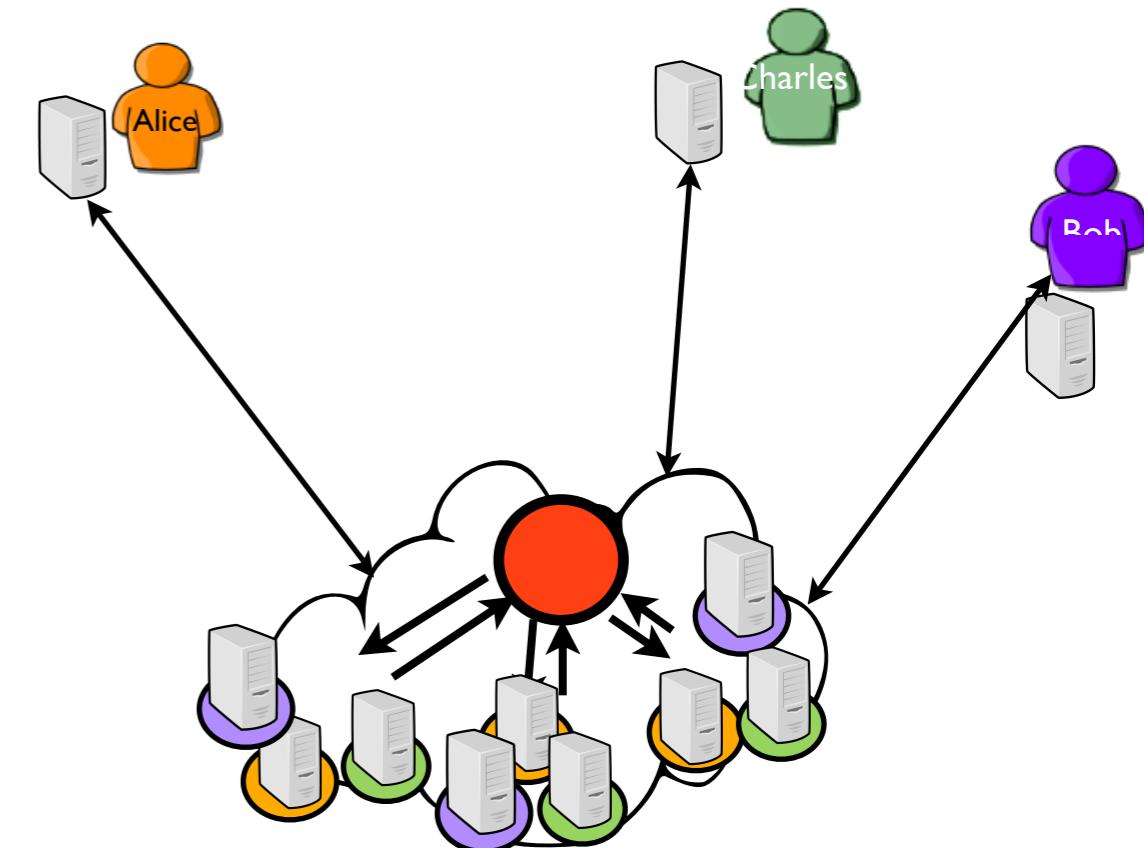


Why ?

Let's give a look to
the current situation

Inherent limitations of current solutions

- Large off shore DCs to cope with the increasing UC demand while handling energy concerns but...
 - I. Externalization of private applications/data (jurisdiction concerns, PRISM NSA scandal)

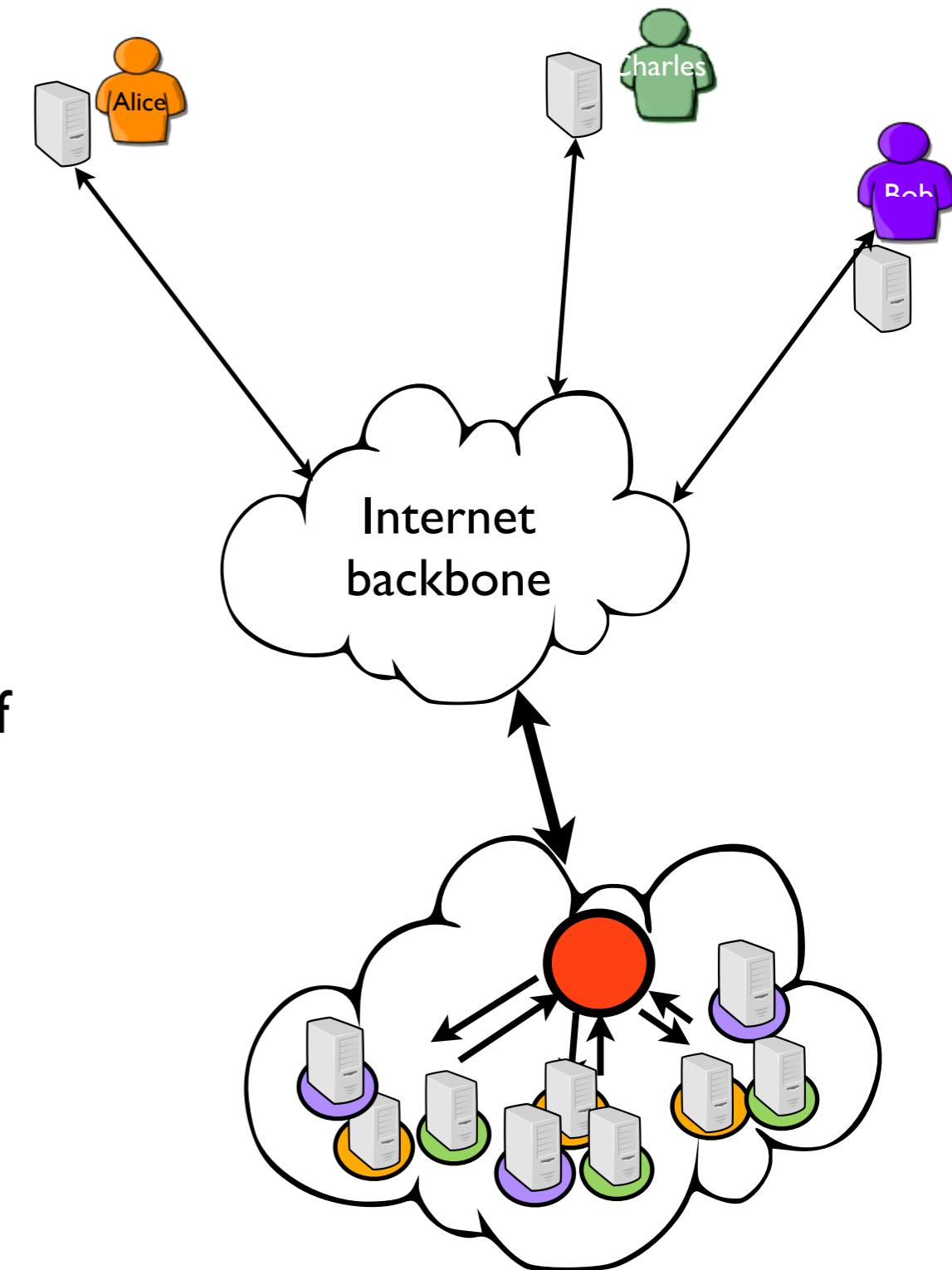


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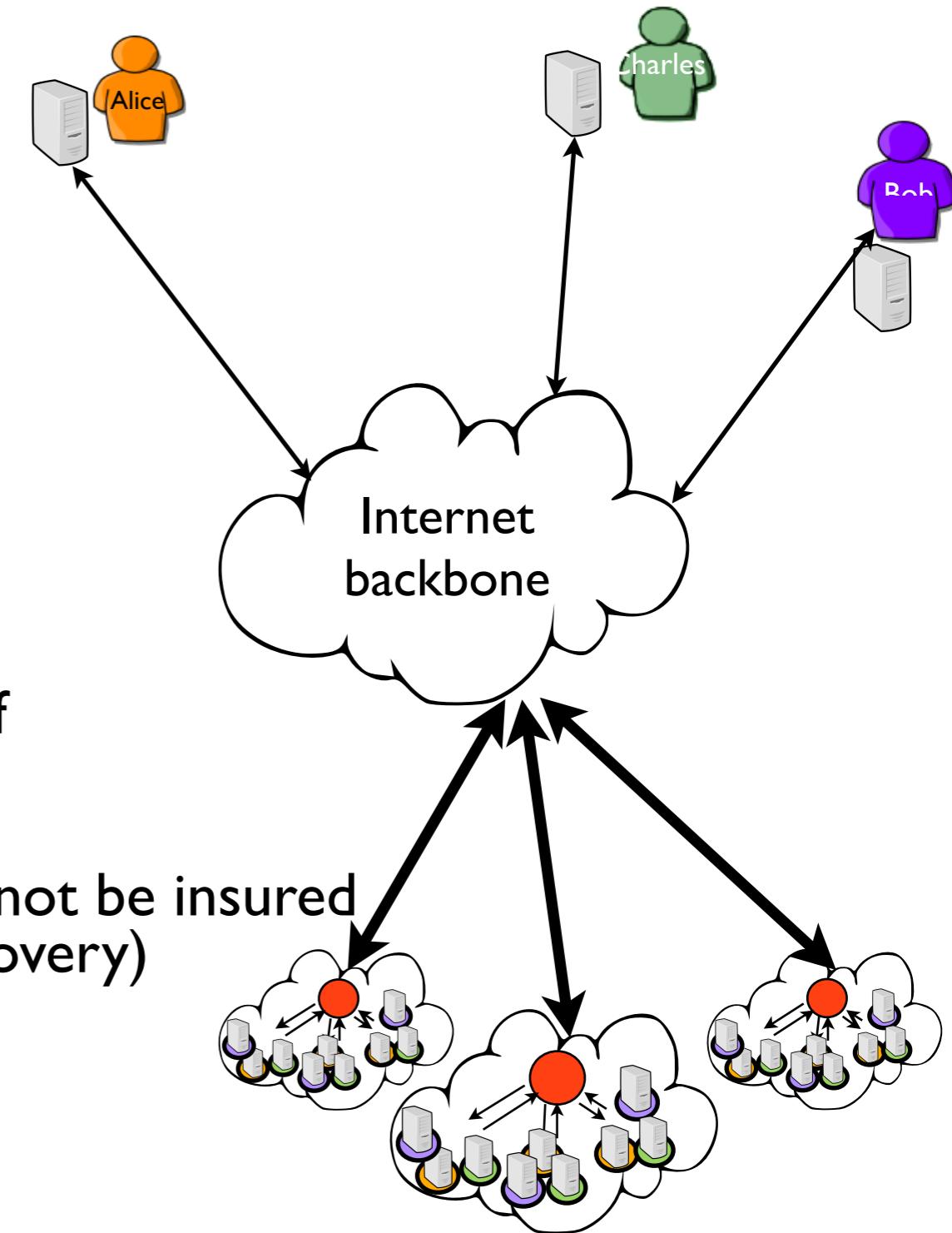
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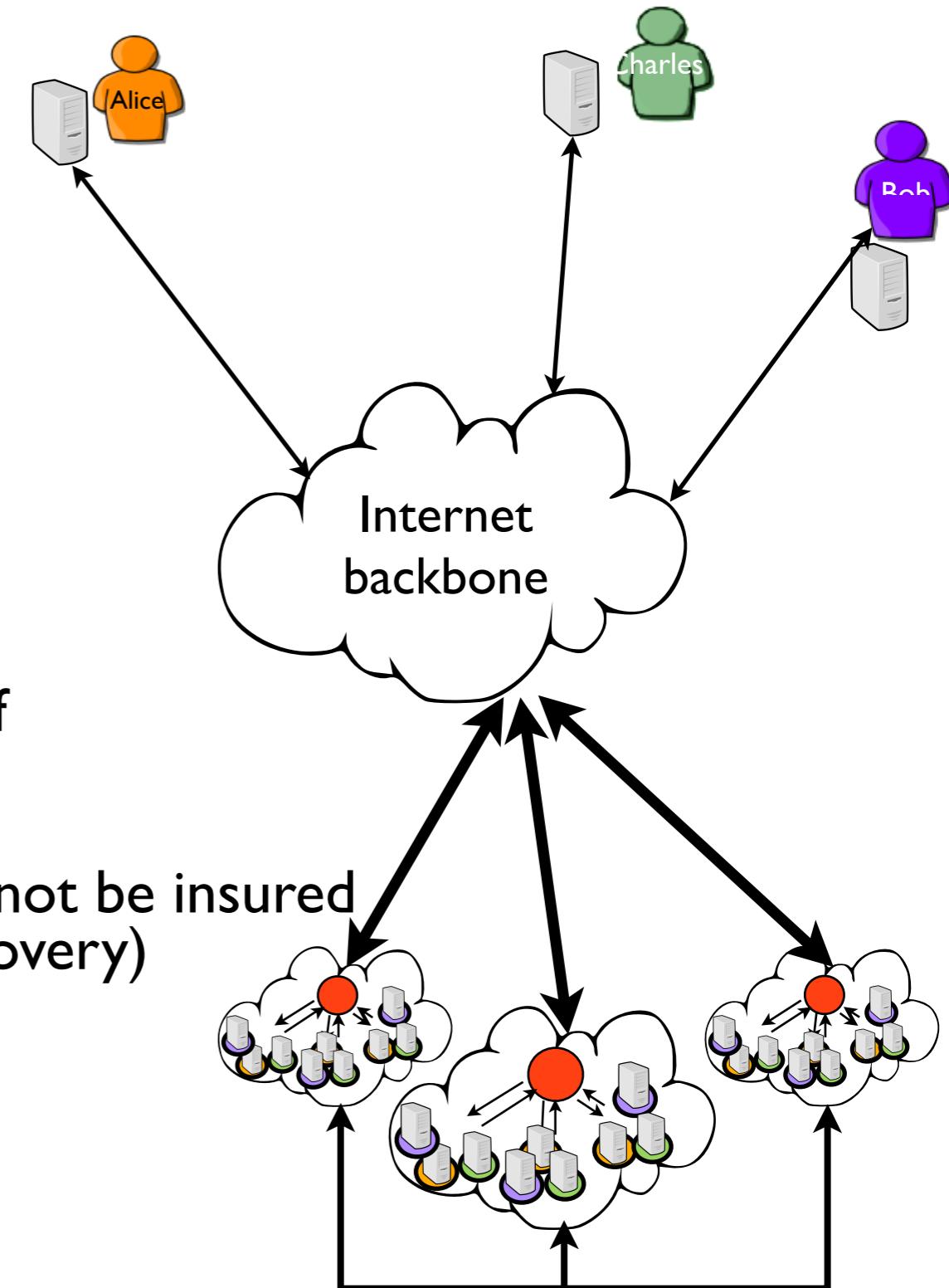
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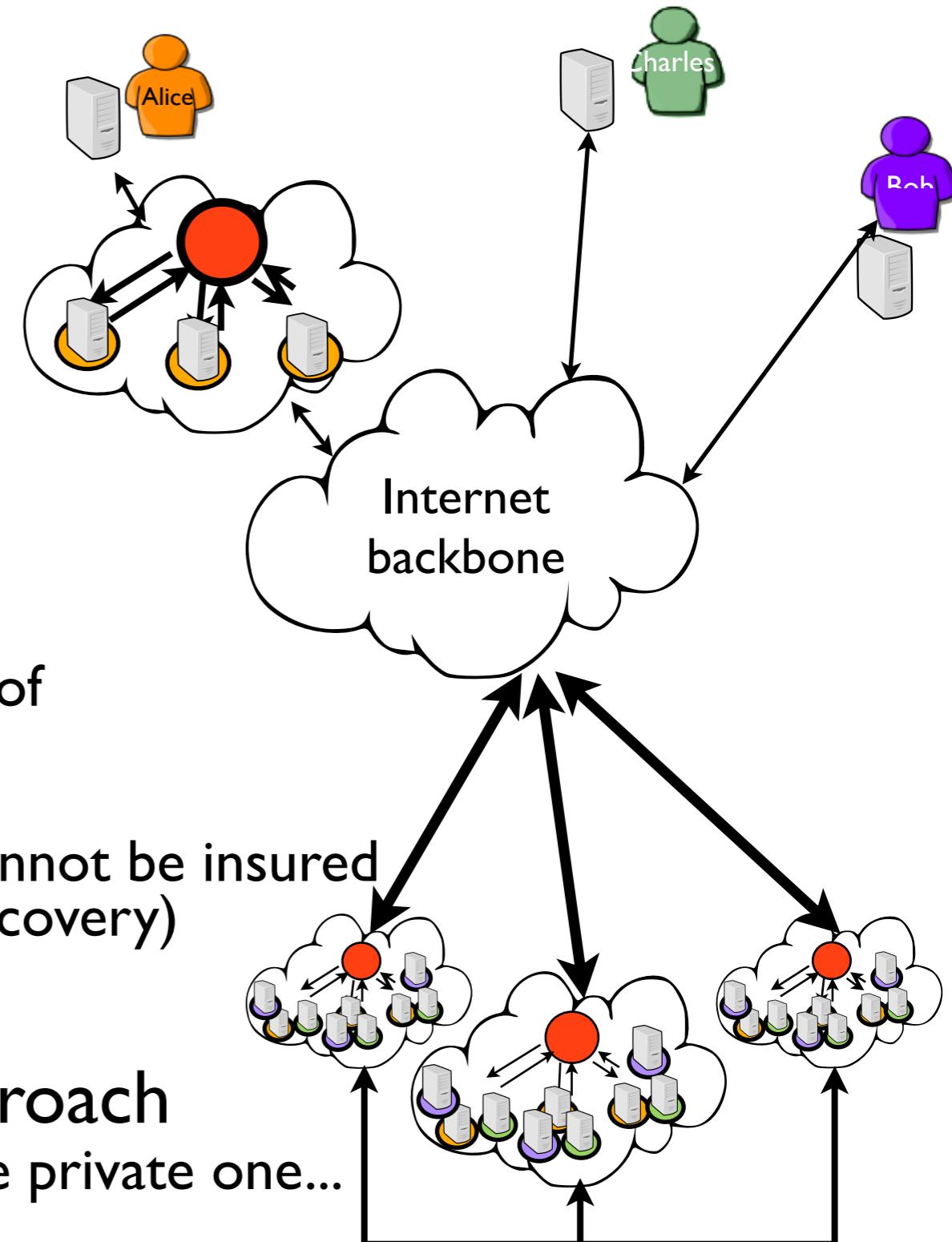
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- Hybrid platforms: a promising approach
It depends how you are going to extend the private one...



Can we address these concerns “all in one” ? ?

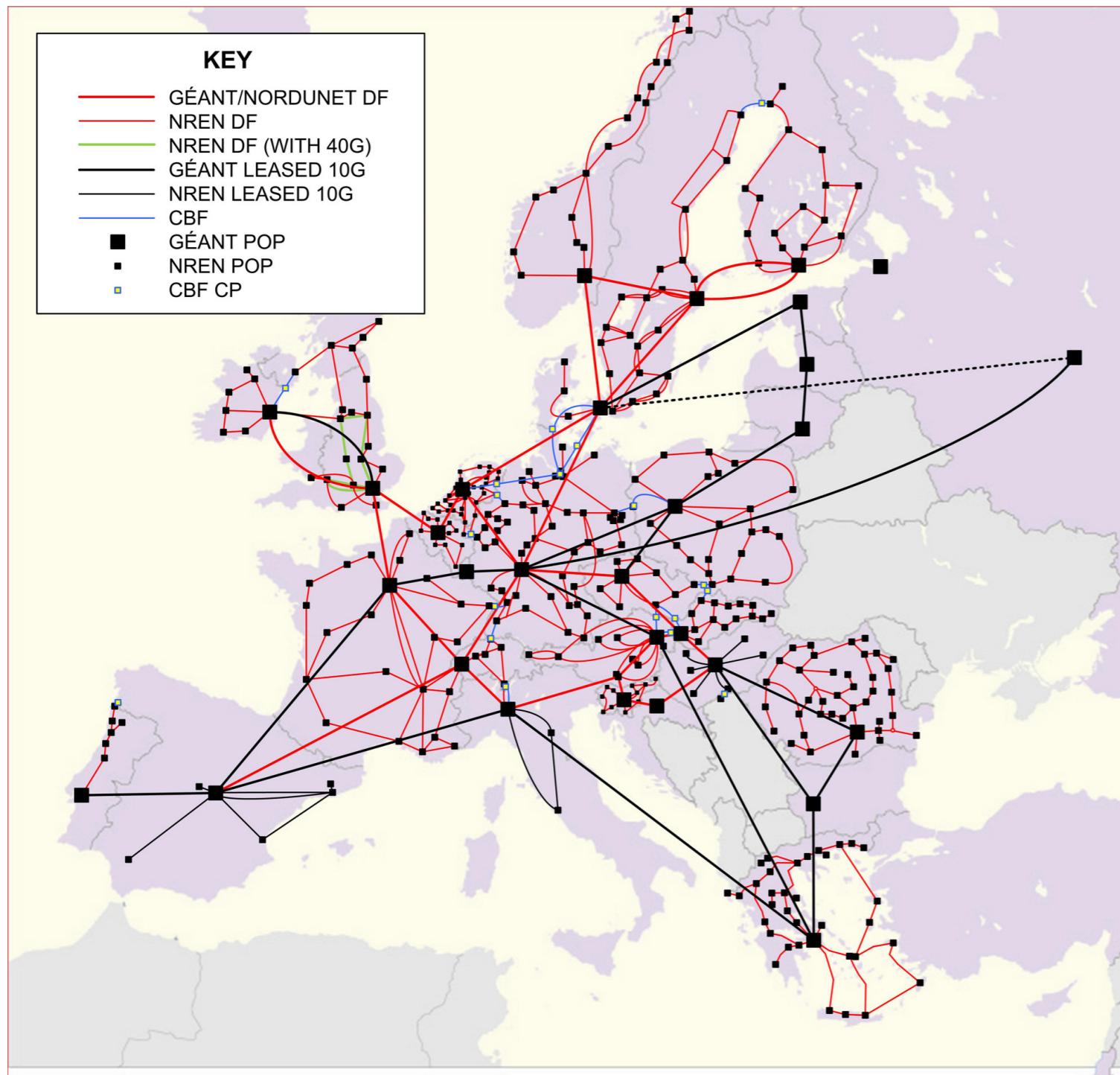
How and where the μ DC concept can be deployed ?

Locality Based Utility Computing Toward LUC Infrastructures

Beyond the Cloud, the DISCOVERY Initiative

- Locality-based UC infrastructures

The only way to deliver highly efficient and sustainable UC services is to provide UC platforms as close as possible to the end-users.

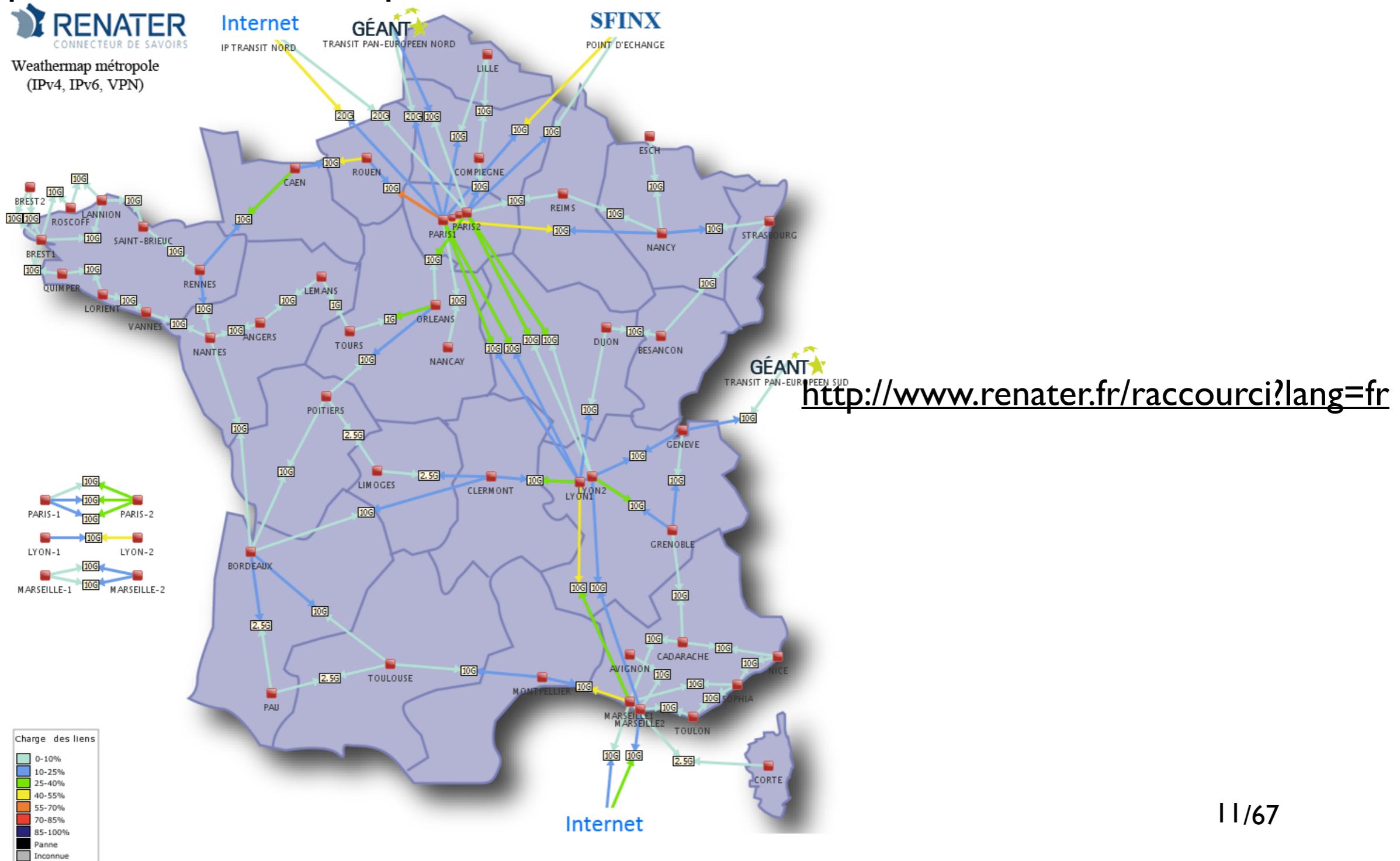


The GÉANT backbone
(as seen in 2009)

Beyond the Cloud, the DISCOVERY Initiative

• Locality-based UC infrastructures

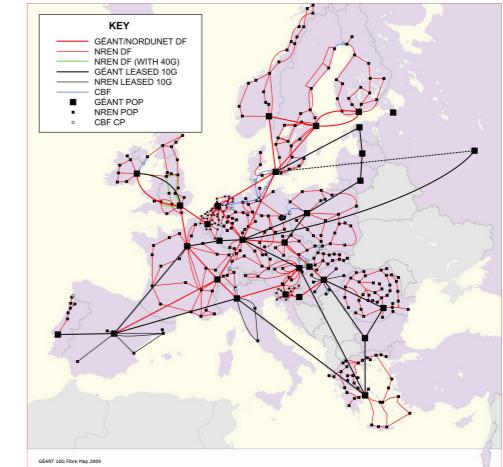
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Beyond the Cloud, the DISCOVERY Initiative

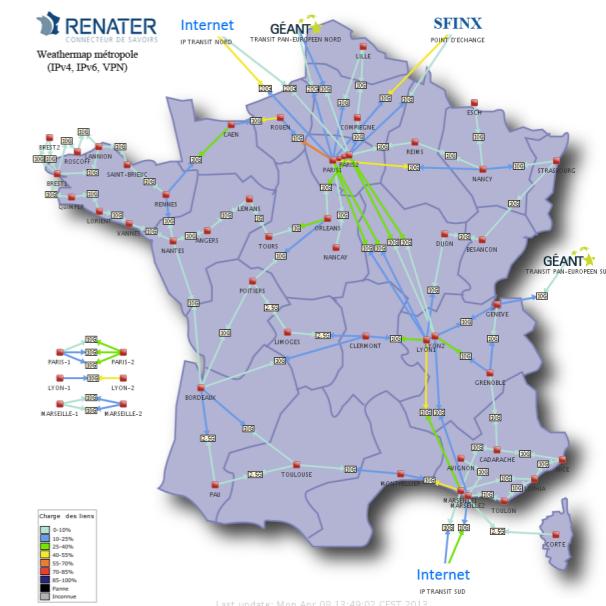
- **Locality-based UC infrastructures**

The only way to deliver highly efficient and sustainable UC services is to provide UC platforms as close as possible to the end-users.



- **Leveraging network backbones**

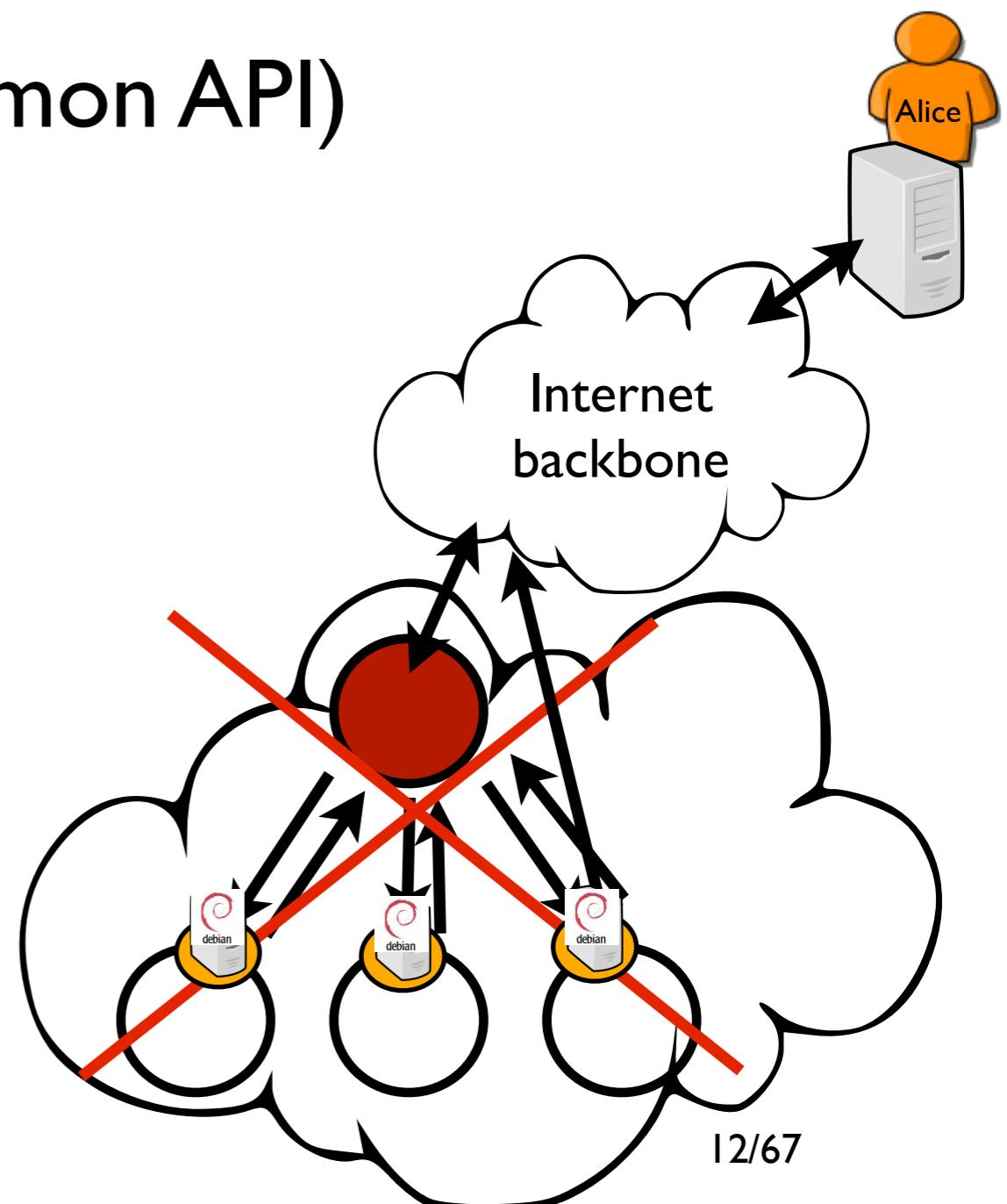
Extend any point of presence of a network backbone with UC servers (from network hubs up to major DSLAMs that are operated by telecom companies and network institutions).



⇒ Operating such widely distributed resources requires the definition of a fully distributed system

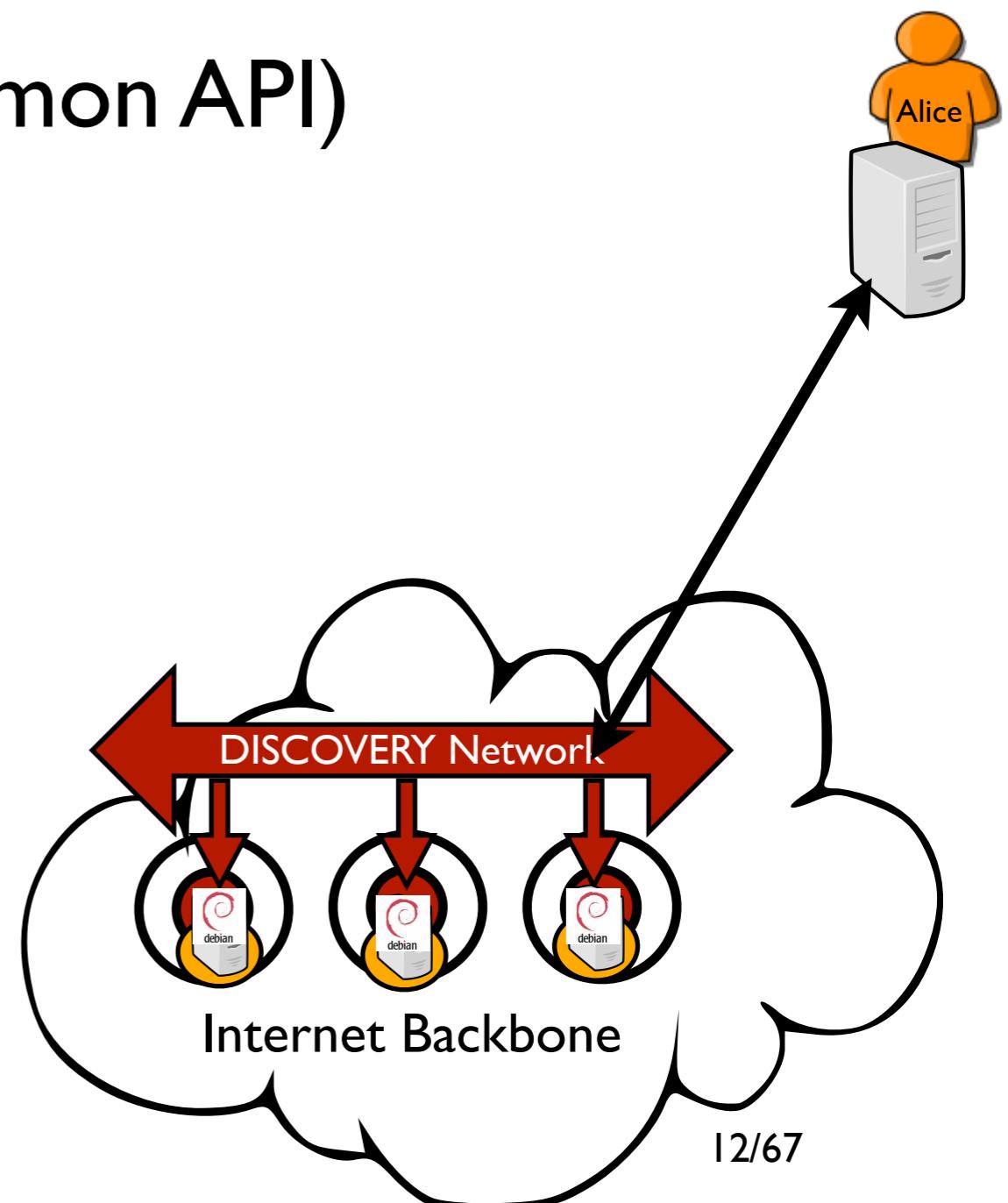
The DISCOVERY Proposal

- DIStributed and COoperative framework to manage Virtual EnviRonments autonomicallY (the LUC OS)
- Relying on a minimal (but common API)
libvirt / OCCI / ...
- 3 services
Discovery Network Tracker (DNT)
Virtual Environments Tracker (VET)
Local Resources Tracker (LRT)



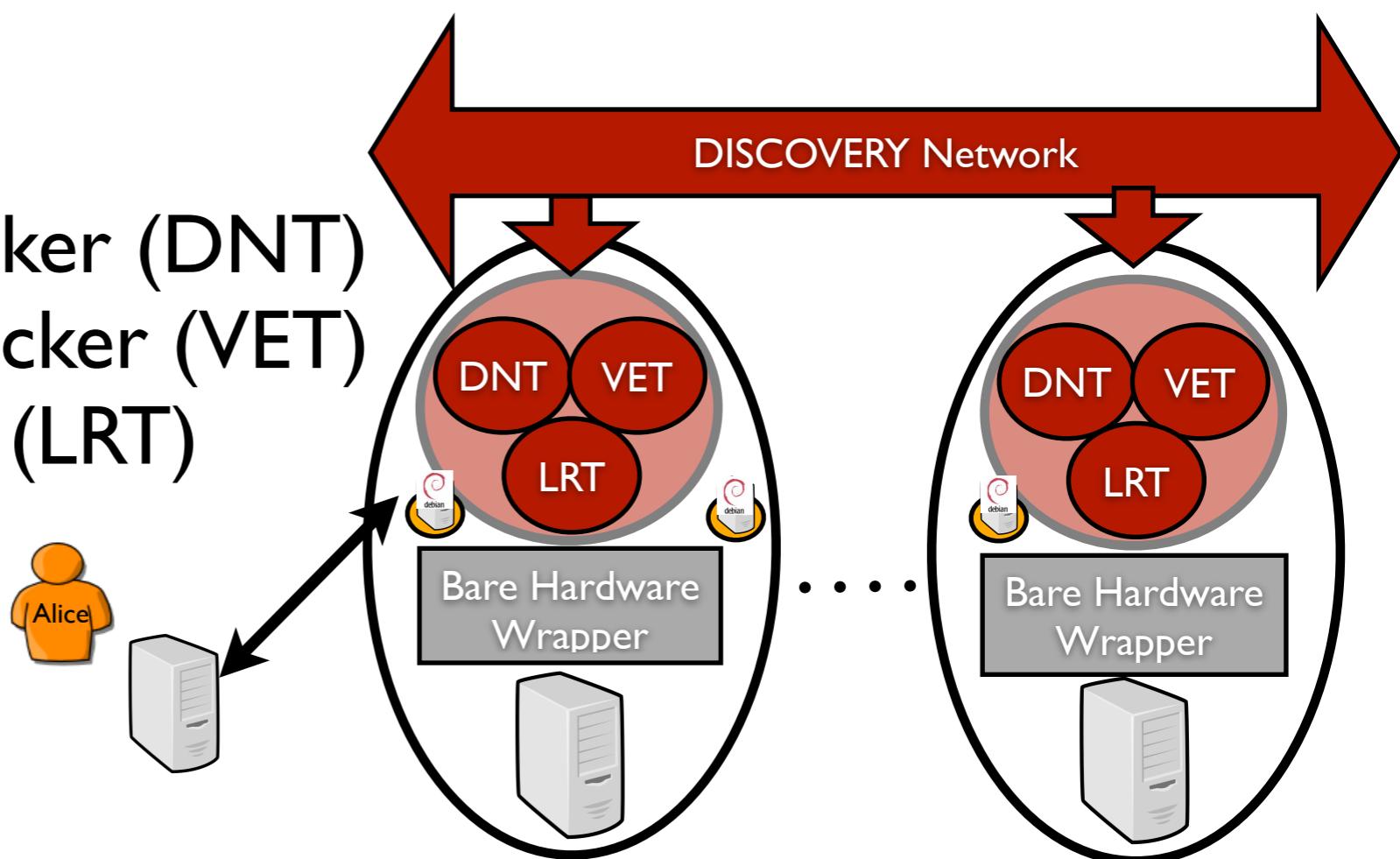
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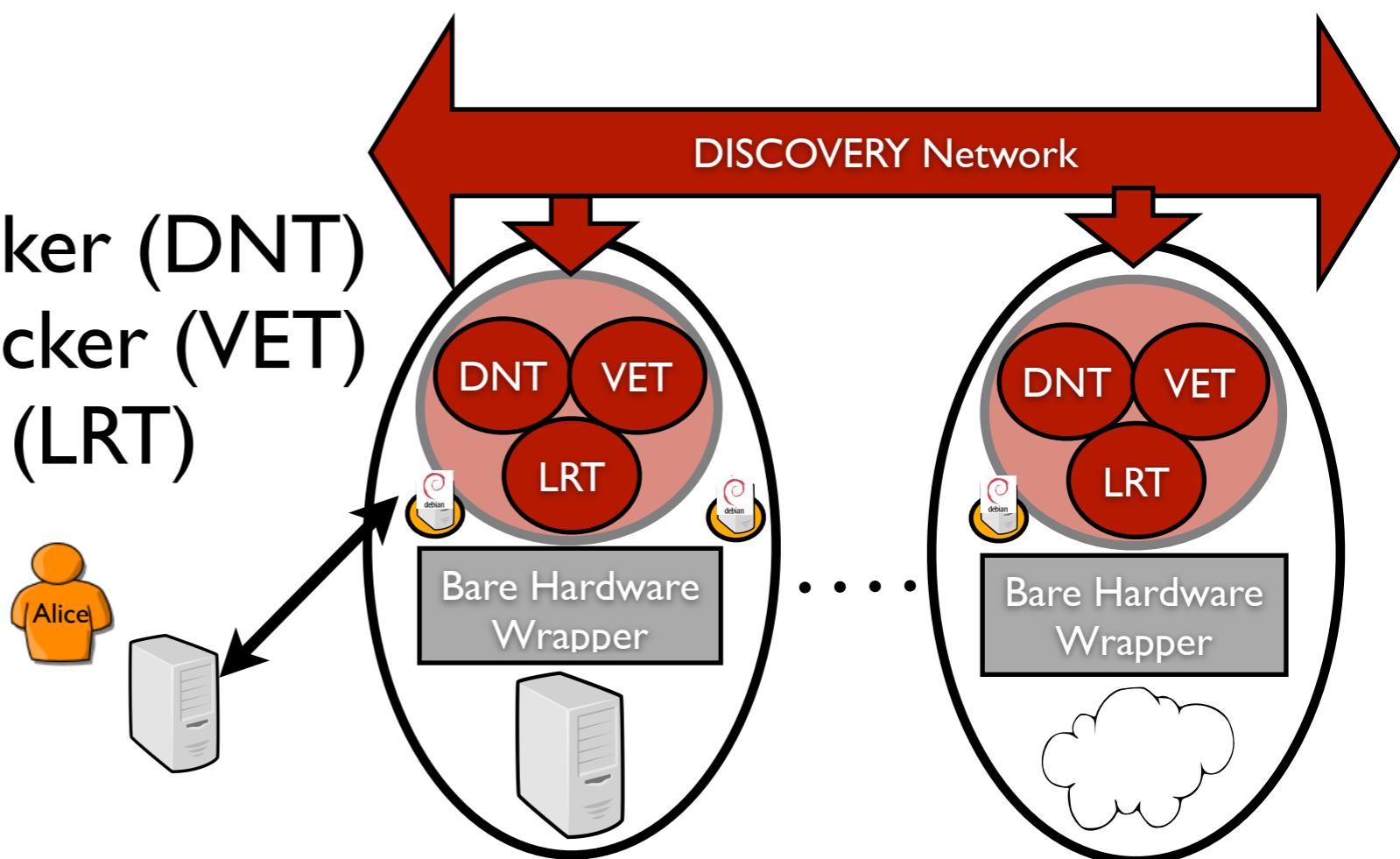
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The DISCOVERY Initiative

- Focus on the design/implementation of an OS for IaaS platforms

The LUC OS

Based on VMs and VEs (group of VMs) as the fundamental granularity

Scalability, targeting the management of hundred thousands of VMs upon thousands of physical machines (PMs)

Reliability, considering “hardware failures as the norm rather the exception”

Reactivity, handling each reconfiguration event as swiftly as possible to maintain VEs' QoS.

Completely flat

A fully distributed IaaS system and not a distributed system of IaaS systemS !

- May look simple but lots of scientific/technical challenges

Cost of the DISCOVERY network !? partial view of the system !?

Impact on the others VMs !?, management of VM images !?

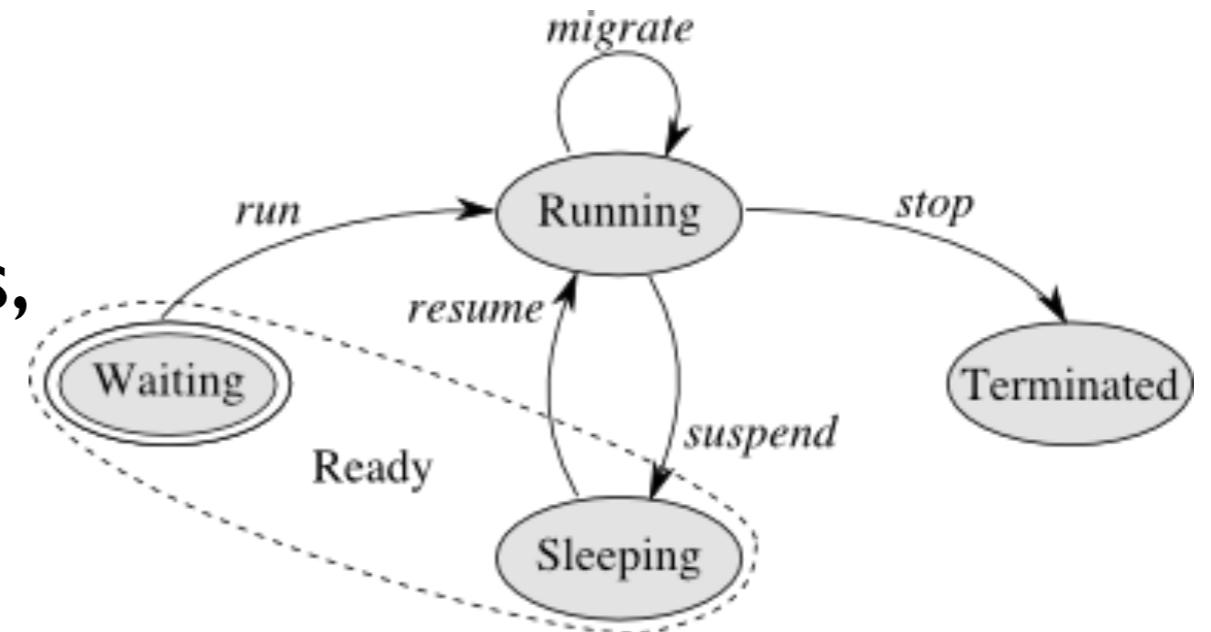
Which software abstractions to make the development easier and more reliable (distributed event programming) ? How to take into account locality aspects ?

- A BitTorrent like system ... but with stronger assumptions

Focus on the LRT

- General idea: manipulate VEs instead of processes
(a VE is a users' working environment, possibly composed of several interconnected VMs)

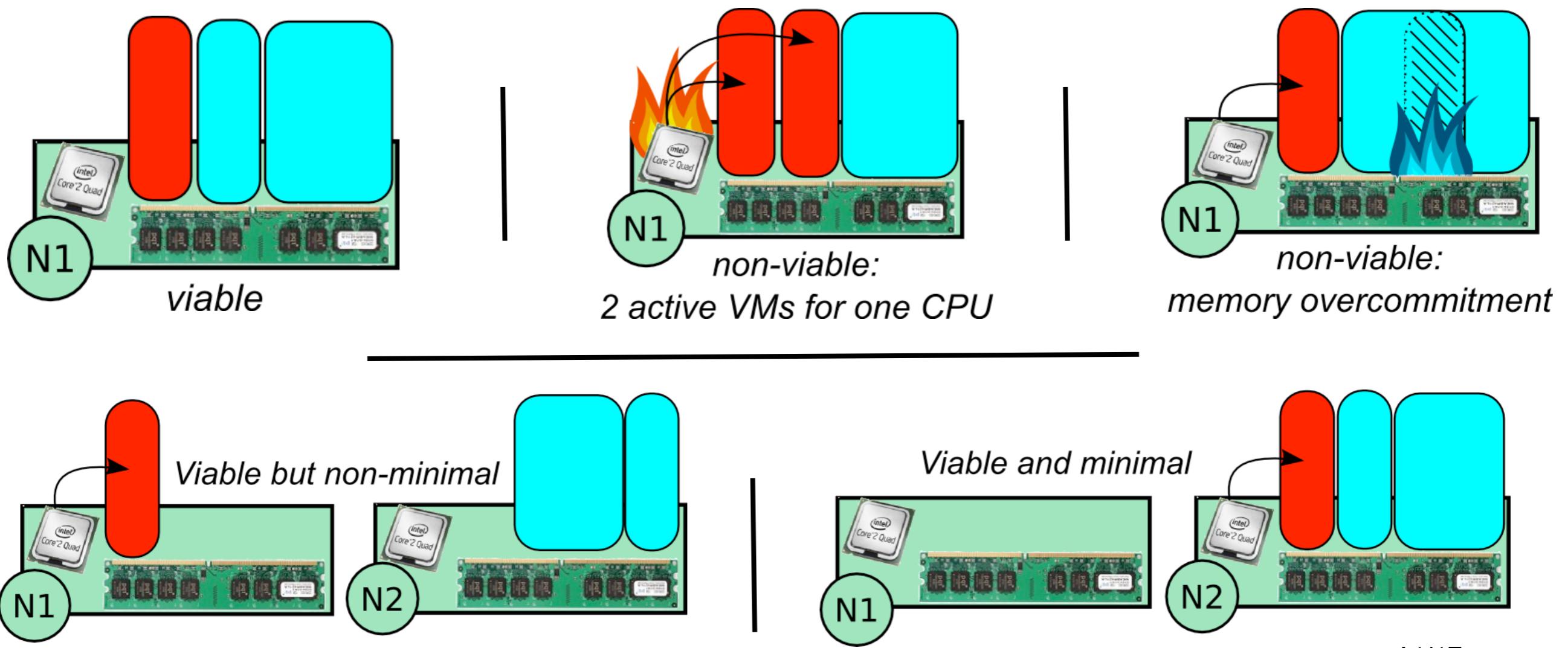
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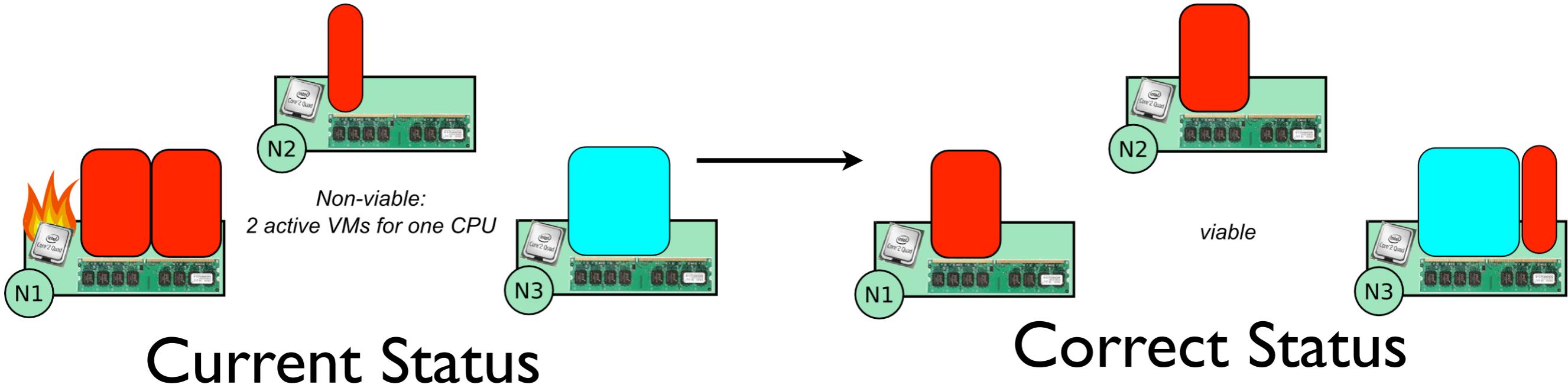
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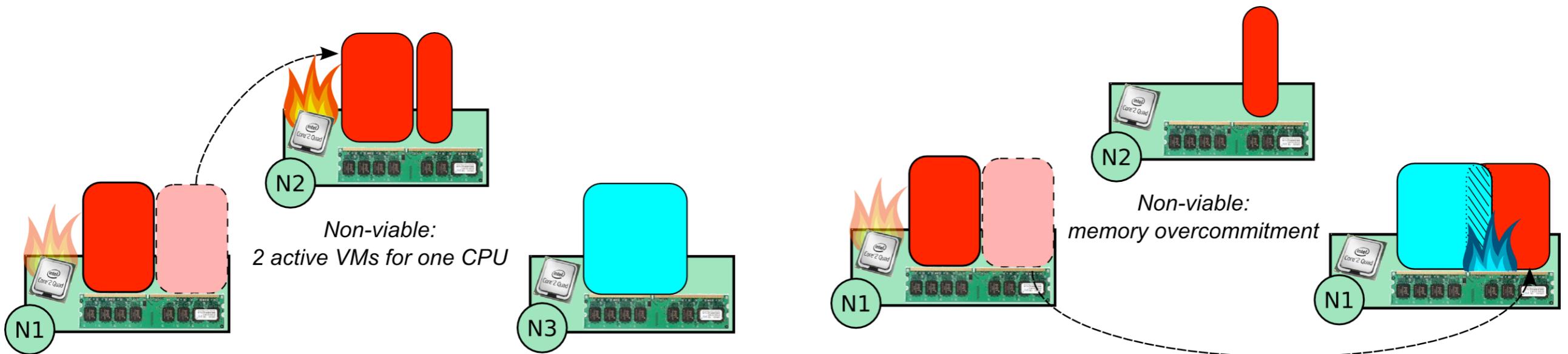


Focus on the LRT



Current Status

Correct Status



Non-viable manipulations

Entropy / btrPlace

- An autonomic framework to maintain viable VE placements

ASCOLA Research Group (ANR SelfXL/Emergence, EasyVirt)
<http://www.btrcloud.org/>

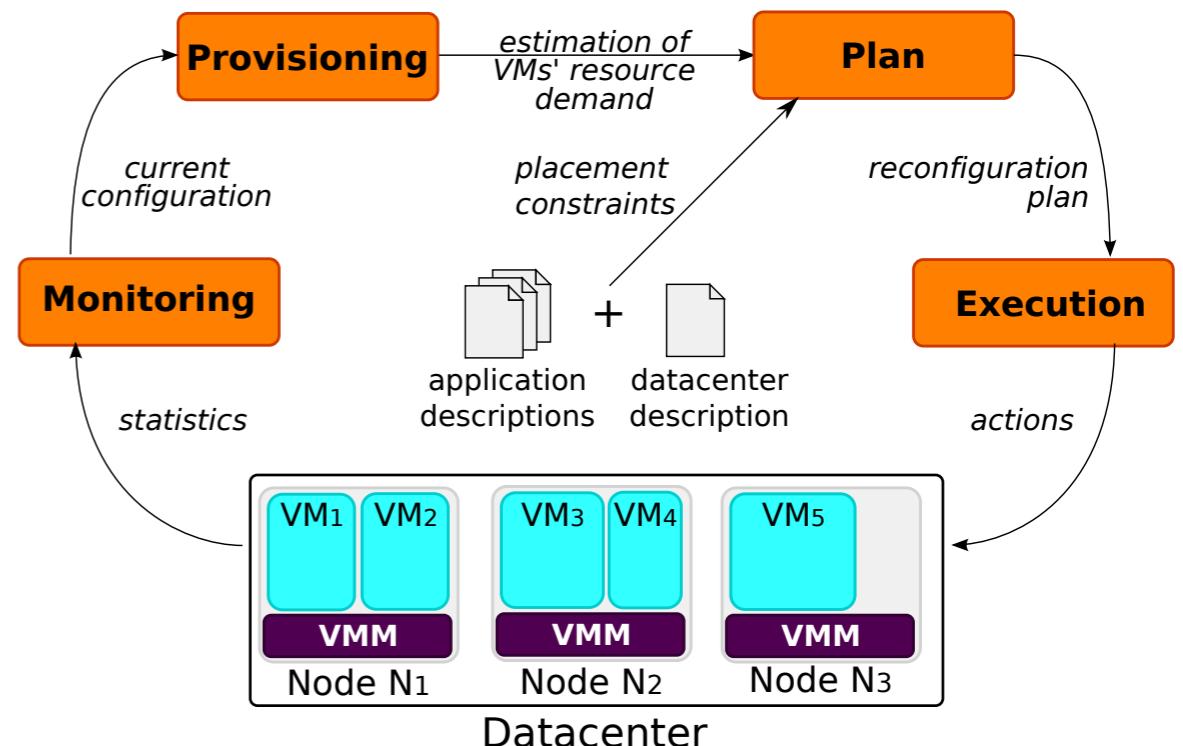
Oasis/Scale Research Group (University Of Nice Sophia Antipolis)
<http://btrp.inria.fr>



Autonomic but...



....Centralized



credits: F. Hermenier, Plasma Control Loop, Feb 2011

Distributed - DVMS

- Cooperation between direct neighbours to solve events

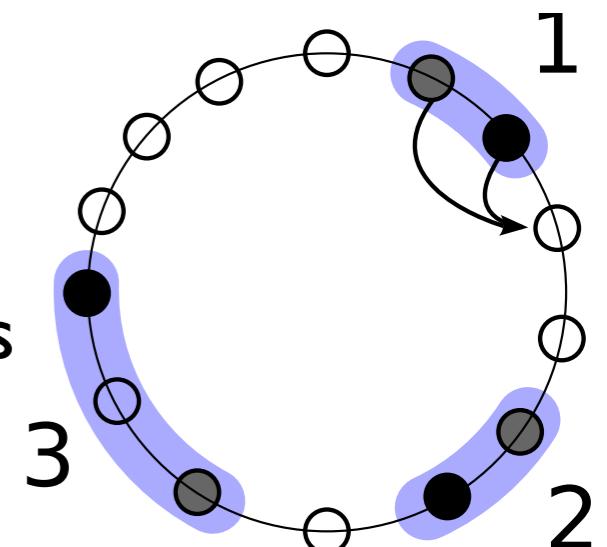
Nodes have a local view of the system

Local invocation of the resolution algorithm

In vivo (on Grid5000) 500 physical machines, 4500 VMs

Simulation (using Simgrid) 10K PMs, 80K VMs

<http://beyondtheclouds.github.io/DVMS/>



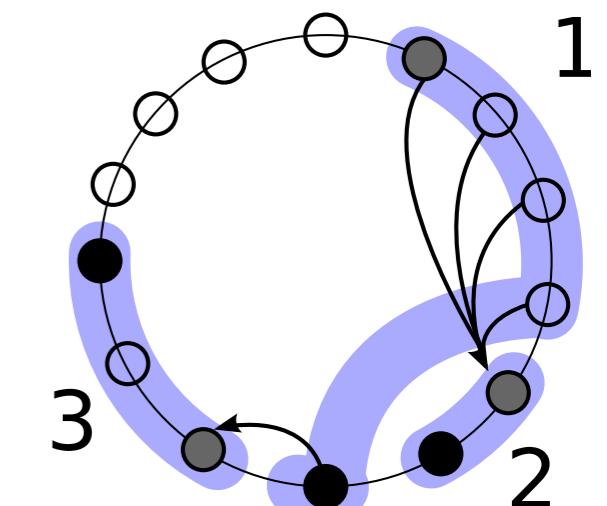
credits: F. Quesnel et al.,
DVMS April 2012



Scalability/reactivity but....

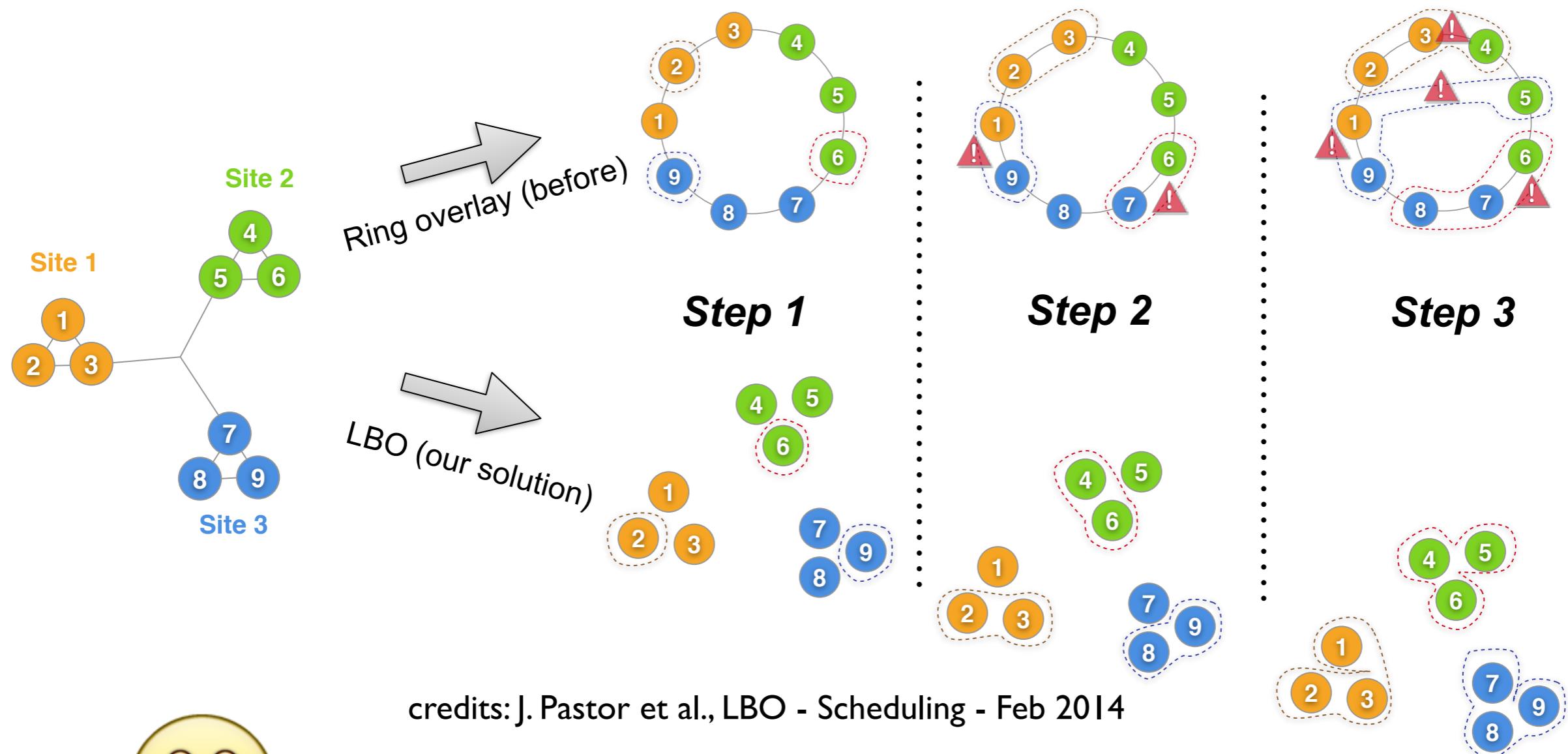


...matching a ring on a real network backbone



Distributed and Locality-aware

- Leverage a locality based overlay (vivaldi) + a shortest path algorithm to favour cooperations between close nodes



Next: network and storage dimensions

The DISCOVERY Initiative

- Lots of challenges (network, VM images, security, ...) that require to be addressed in a distributed and autonomous way.
- Leveraging former projects but still on the starting blocks!
- Strong interests of large companies (SAP, Orange Labs, Citrix, Interoute,...)
- RENATER, PSNC, Dante (GEANT)
- An important actor to follow: Akamai (micro DCs, Akamai/Aspera)
- Preliminary works with promising results
- Long term objective: impact on the design of distributed applications in order to take advantage of the locality (building S3 like system)

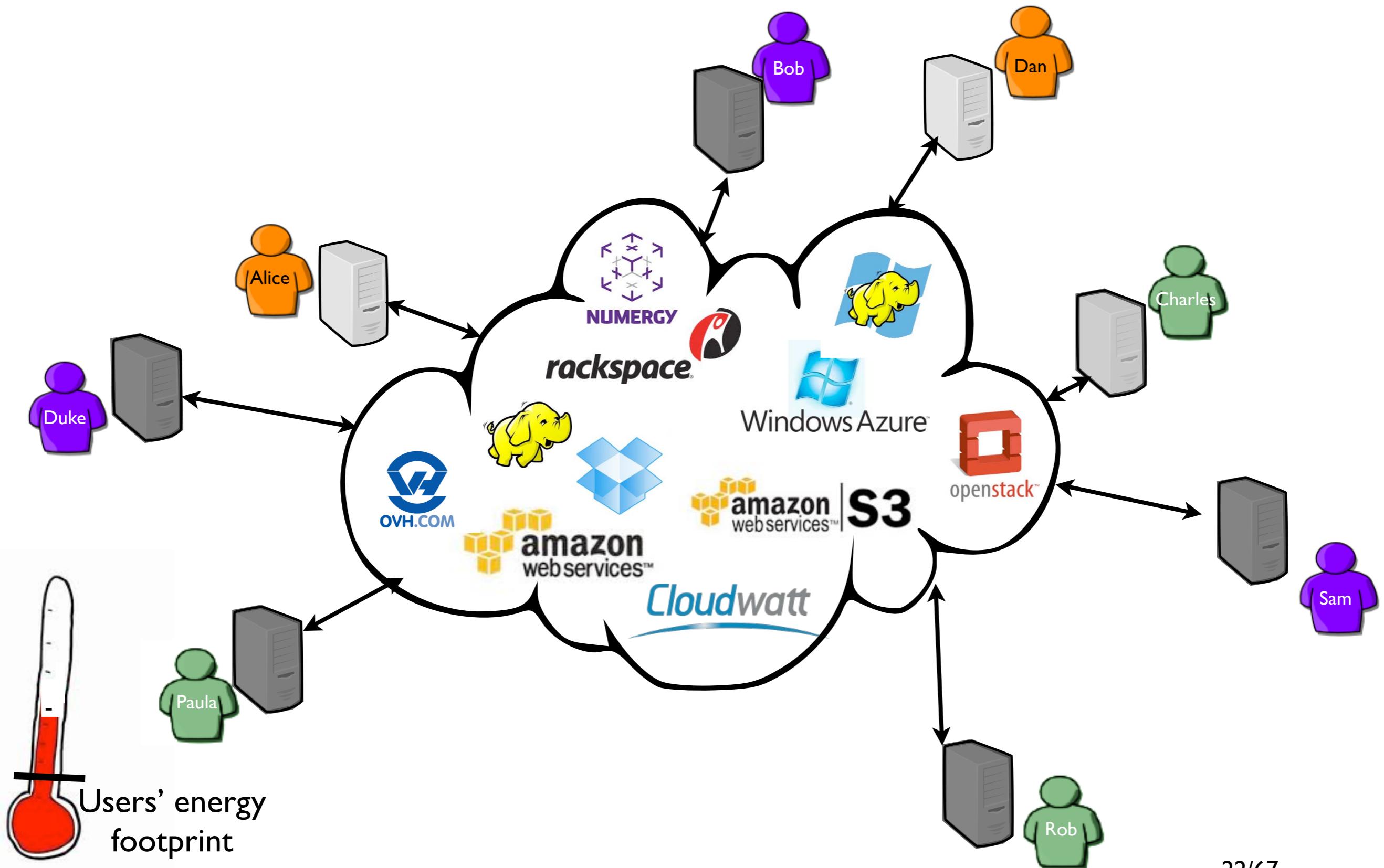
The DISCOVERY Initiative

- Lots of challenges (cost, politics, international relations) that require the initiative to proceed in a non-traditional way.
 - Leveraging existing infrastructure
 - Strong international partners (SAP, Ortelius, RENATECH, Akamai/Aspera)
 - RENATECH
 - An important part of the DISCOVERY Initiative (Akamai/Aspera)
 - Preliminary network map
 - Long term applications (building a distributed cloud)
-
- KEY
- GÉANT/NORDUNET DF
 - NREN DF
 - NREN DF (WITH 40G)
 - GÉANT LEASED 10G
 - NREN LEASED 10G
 - CBF
 - GÉANT POP
 - NREN POP
 - CBF CP
- GÉANT 10G Fibre Map 2009

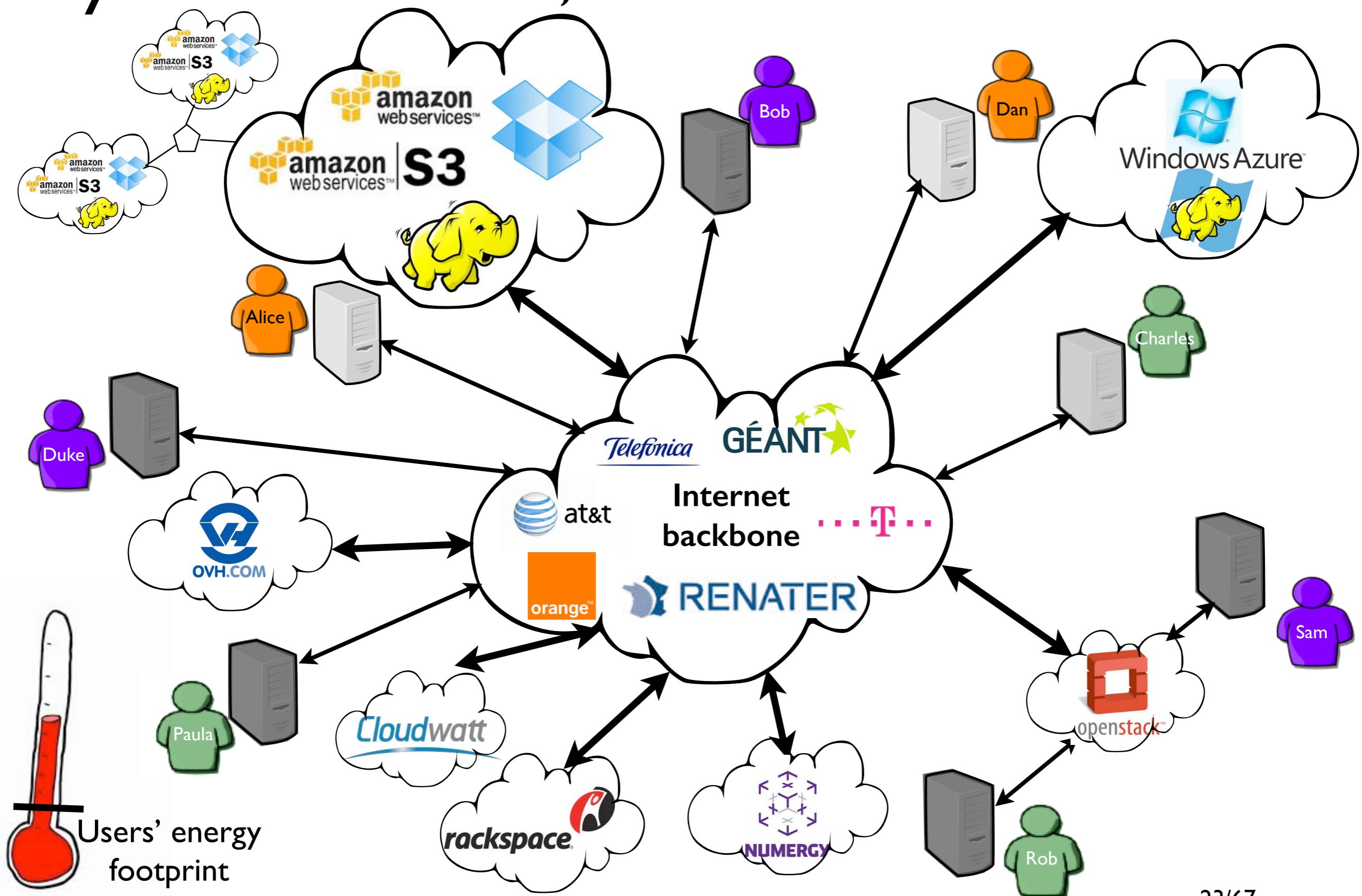
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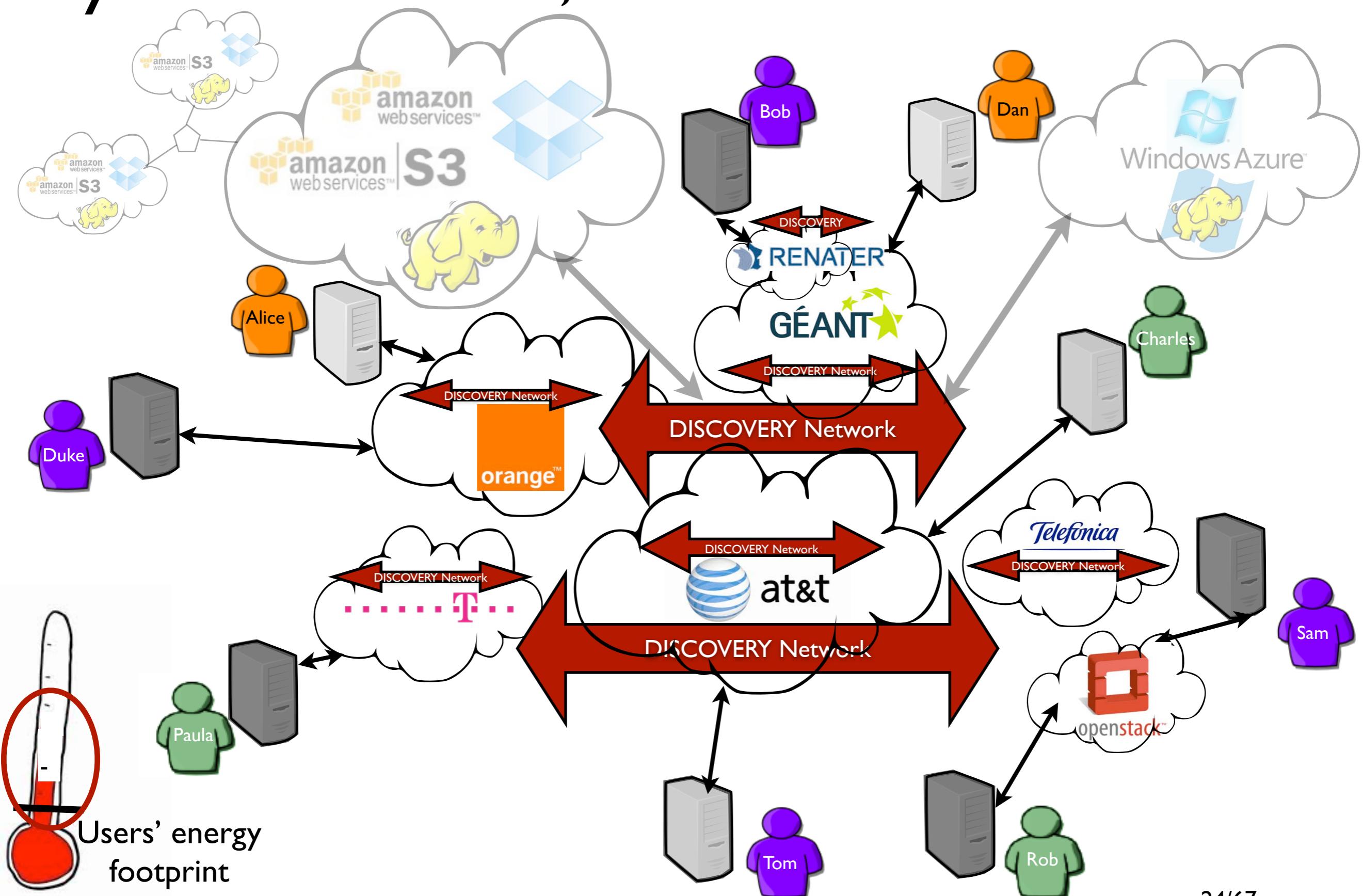
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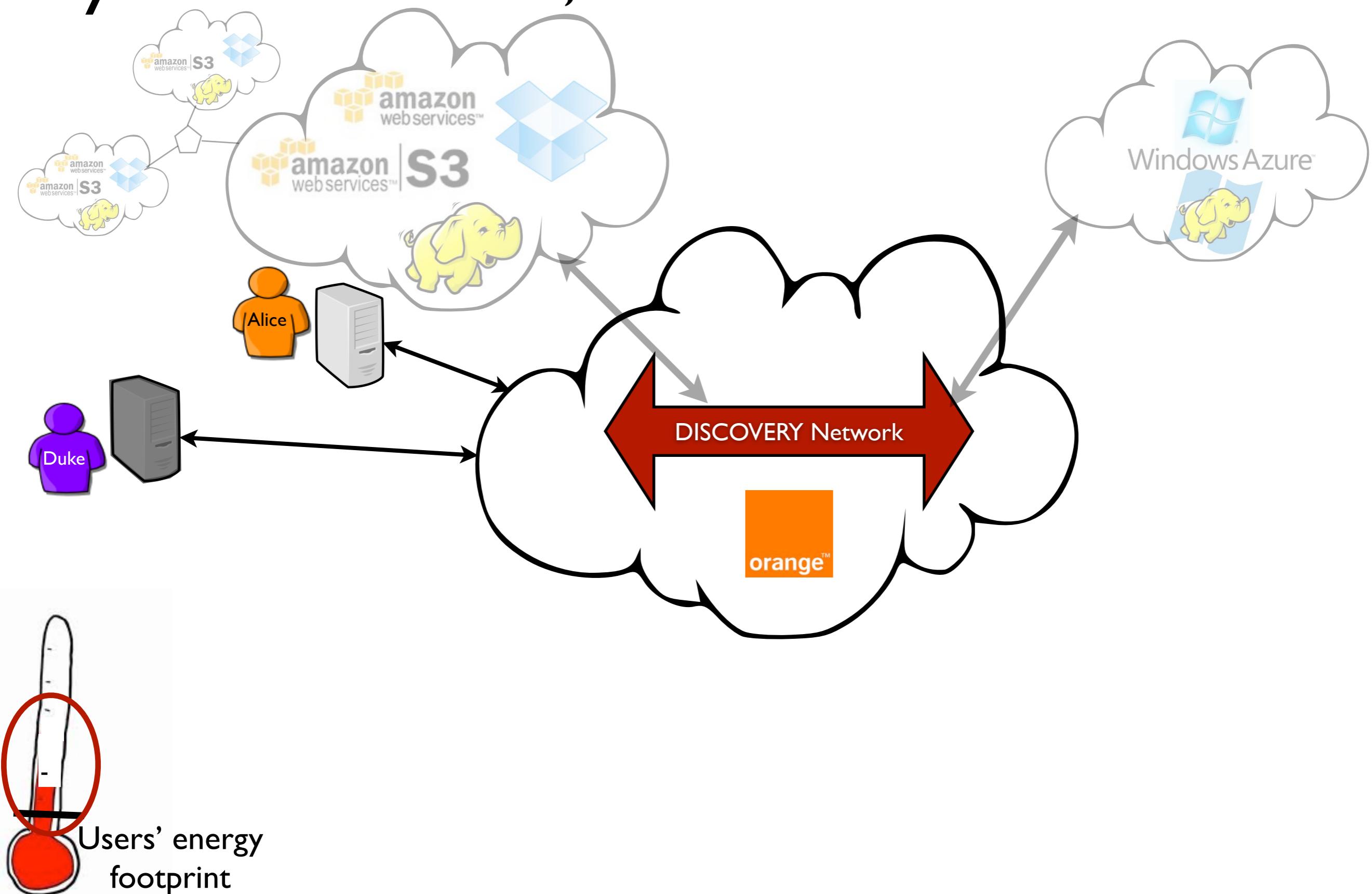
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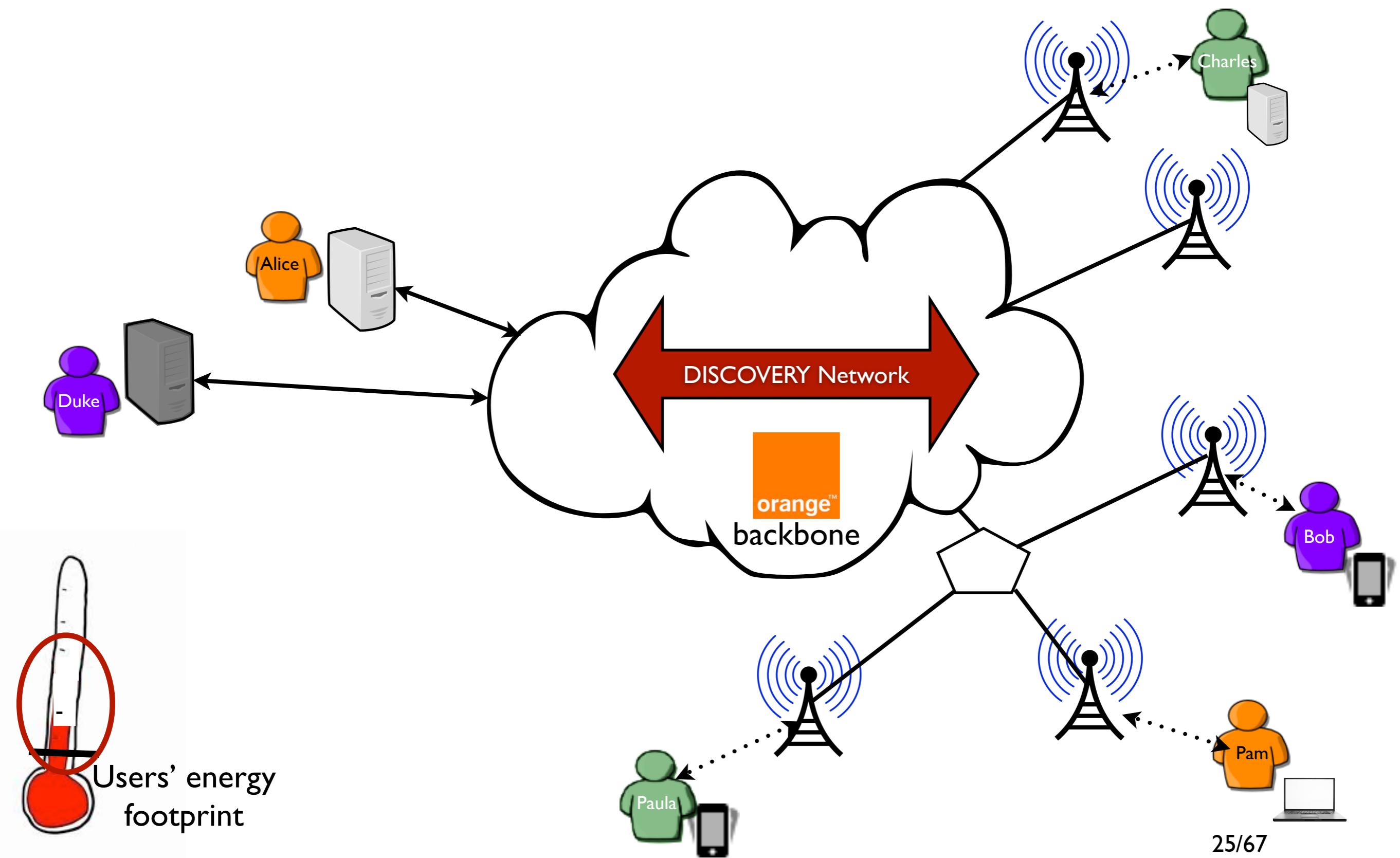
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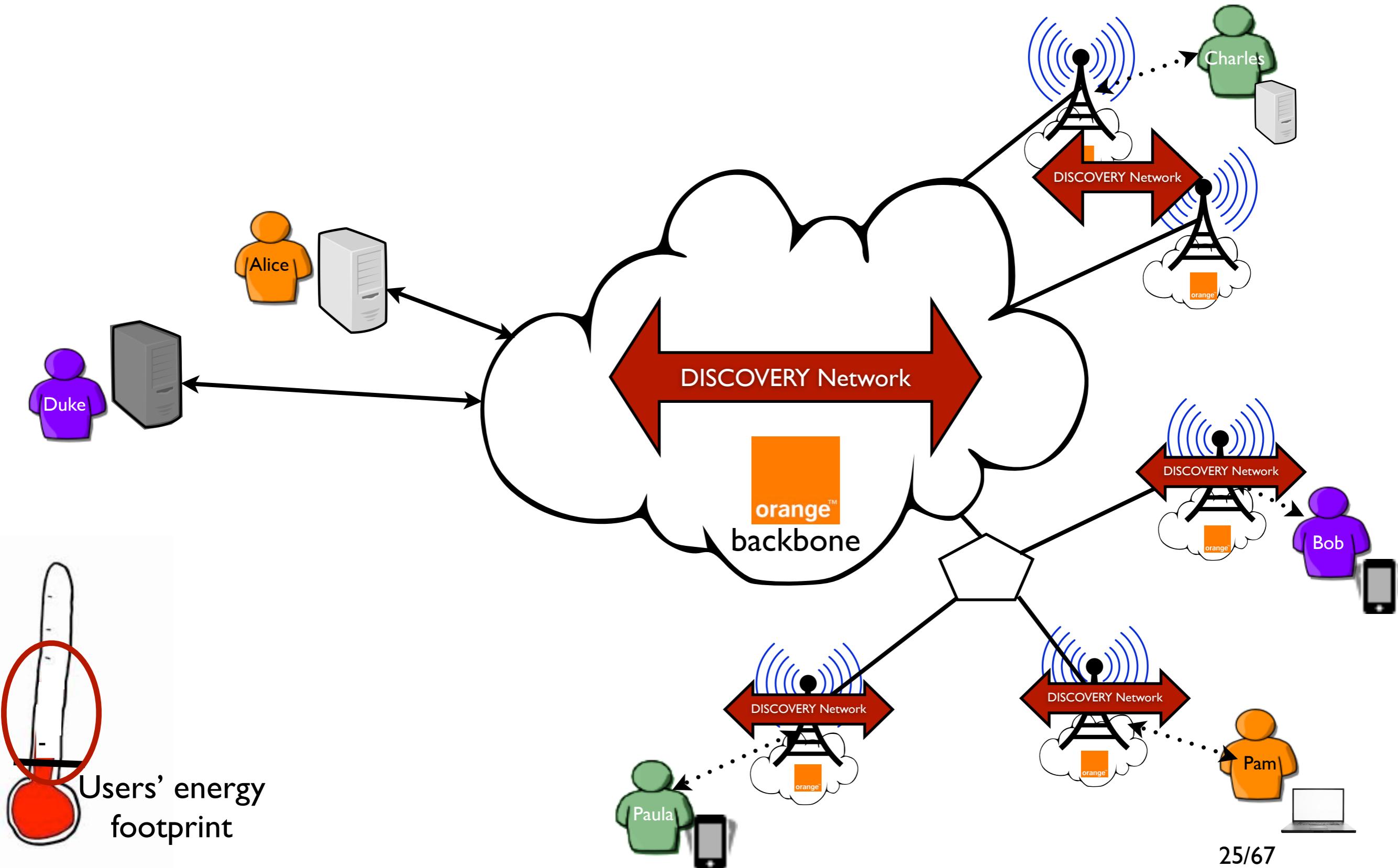
Beyond the Cloud, the DISCOVERY Initiative



Beyond the Cloud, the DISCOVERY Initiative



Beyond the Cloud, the DISCOVERY Initiative



The Discovery Initiative Pros/Cons

- Pros

- Locality

- (jurisdiction concerns, latency-aware apps, minimize network overhead)

- Reliability/redundancy (no critical point/location/centers)

- The infrastructure is naturally distributed throughout multiple areas

- Lead time to delivery

- Leverage current PoPs and extend them according to UC demands

- Energy footprint (to be confirmed)

- Bring back part of the revenue to NRENs/Telcos*

- Cons

- Security concerns (in terms of who can access to the PoPs)

- Operate a fully IaaS in a unified but distributed manner at WAN level

Conclusion

- Cloud Computing technology is changing every day

New features, new requirements

The main challenge of the Discovery Initiative is to ensure that such new features/mechanisms can run in a distributed manner.

- Distributed Cloud Computing is happening !

Dist. CC workshop (2 editions UCC 2013, SIGCOMM 2014)
FOG Computing workshop (collocated with IEEE ICC 2013)

- But Inria, Orange jumped on the bandwagon

<http://beyondtheclouds.github.io/>

Amazon is on the way !

[Sign Up](#)[My Account / Console](#)

English

[AWS Products & Solutions](#)[AWS Product Information](#)[Developers](#)[Support](#)

Global Infrastructure

Amazon Web Services serves hundreds of thousands of customers in more than 190 countries.

We are steadily expanding global infrastructure to help our customers achieve lower latency and higher throughput, and to ensure that their data resides only in the Region they specify. As our customers grow their businesses, AWS will continue to provide infrastructure that meets their global requirements.

[See detailed list of offerings at all AWS locations](#)



Europe / Middle East / Africa



EU (Ireland) Region

EC2 Availability Zones: 3 Launched 2007

AWS Edge Locations

Amsterdam,
The Netherlands (2)

Marseille, France

Dublin, Ireland

Milan, Italy

Frankfurt,
Germany (3)

Paris, France (2)

London, England (3)

Stockholm, Sweden

Madrid, Spain

Warsaw, Poland

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Amazon CloudFront

- [CloudFront Overview](#)
- [FAQs](#)
- [Pricing](#)
- [Amazon CloudFront SLA](#)
- [What's New?](#)
- [Amazon CloudFront Events](#)

Amazon CloudFront What's New?

[Back to the CloudFront page.](#)

What's New:

Announcing New Edge Locations in Manila, Marseille and Warsaw for Amazon CloudFront and Amazon Route 53

Date: Dec 15th, 2013

Details: We are excited to announce the launch of three new edge locations – Manila in the Philippines, Marseille in France and Warsaw in Poland. These new locations will improve performance and availability for end users of your applications being served by Amazon CloudFront and Amazon Route 53 and bring the total number of AWS edge locations to 49 worldwide. Learn more by reading our [announcement](#).

Amazon CloudFront Announces Atlanta, GA PoP and Additional Pops in London and Frankfurt

Date: Nov 3rd, 2013

Details: We're excited to announce the launch of a new Amazon CloudFront edge location in Atlanta, GA. We have also recently added third edge locations in London, UK and Frankfurt, Germany in order to increase connectivity and to provide even better service for our customers. Learn more by reading our [announcement](#).

Announcing Amazon CloudFront Support for POST/PUT and other HTTP Methods

Date: Oct 15th, 2013

Details: We are excited to announce that Amazon CloudFront has added support for five additional HTTP methods: POST, PUT, DELETE, OPTIONS and PATCH. This means you can now use CloudFront to accelerate data uploaded from end users, improving the performance of dynamic and personalized websites that have web forms, comment and login boxes, "add to cart" buttons or other features. Learn more by reading our [announcement](#) or the [Amazon CloudFront Developer Guide](#). You can also attend our webinar "[Using Amazon CloudFront to Accelerate Your Static, Dynamic, and Interactive Content](#)" on November 7, 2013 at 10AM PDT to learn more.

Developer Resources

- [AWS Management Console](#)
- [Documentation](#)
- [Release Notes](#)
- [Sample Code & Libraries](#)
- [Developer Tools](#)
- [Community Forum](#)

Streaming Media Awards

Amazon CloudFront receives Streaming Media Magazine's

Beyond Discovery !

- From sustainable data centers to a new source of energy

The only way to deliver highly efficient and sustainable UC services is to provide UC platforms as close as possible to the end-users and to...

- Leverage “green” energy (solar, wind turbines...)

Transfer the green micro/nano DCs concept to the network PoP

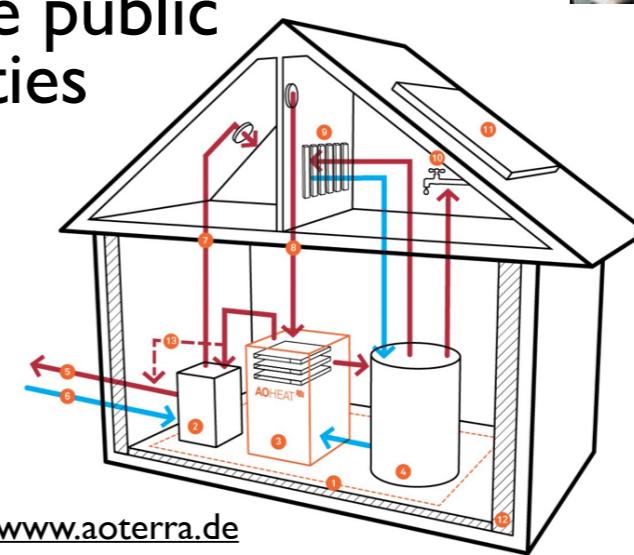
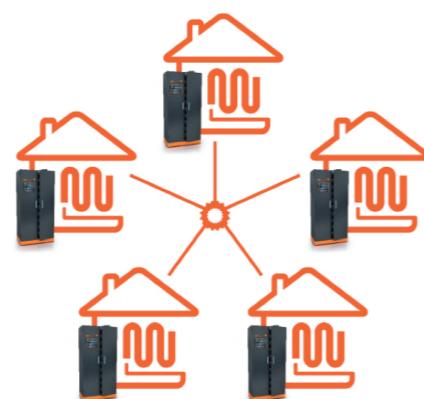
Take the advantage of the geographical distribution



<http://parasol.cs.rutgers.edu>

- Leveraging the data furnaces concept

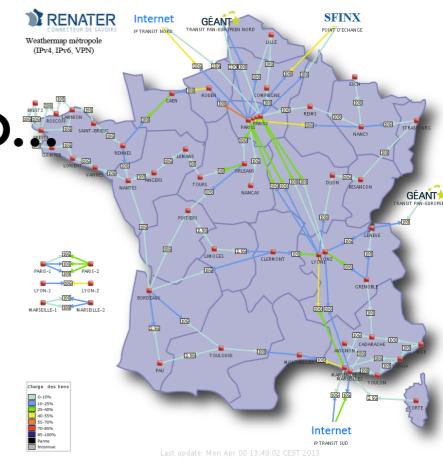
Deploy UC servers in medium and large institutions and use them as sources of heat inside public buildings such as hospitals or universities



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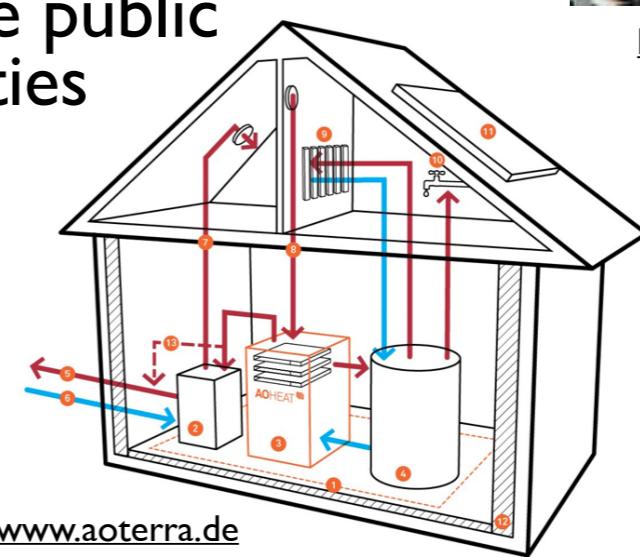
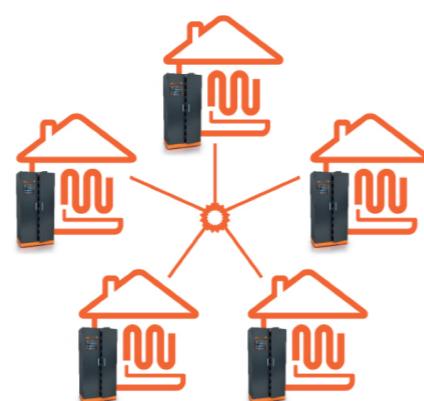
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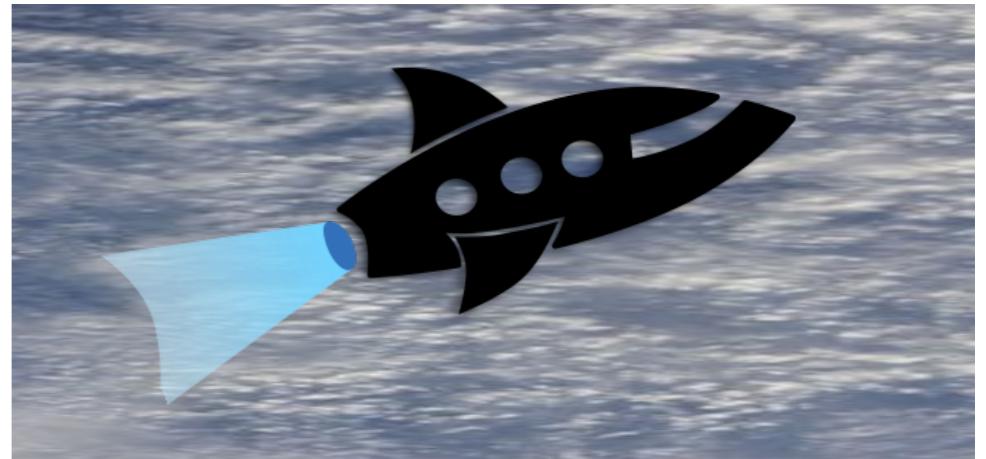
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<https://www.aoterra.de>

The DISCOVERY Initiative

- Thank you / Questions ?
- Additional materials
 - Focus on LRT (Flavien Quesnel's Phd, ended in Feb 2013)
 - Discovery internals in a nutshell
 - On going work - The discovery framework from the Software Programming viewpoint (Jonathan Pastor's Phd, 2012/2015)



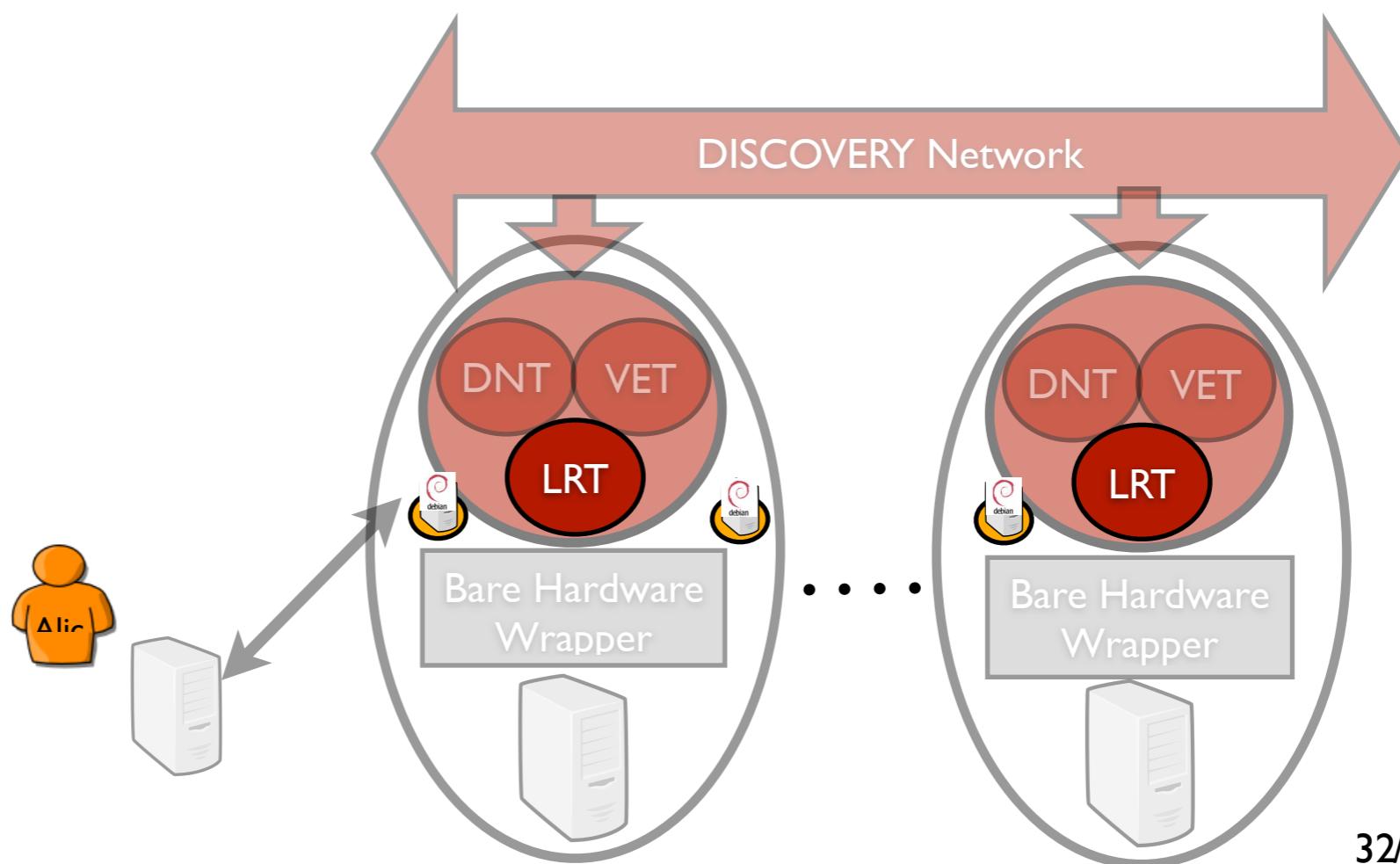
<http://beyondtheclouds.github.io/>

The LUC OS Agent

Focus on the LRT

The LUC OS Agent Local Resource Tracker

- The LRT is in charge of monitoring and dynamically balancing VMs according to their effective usage of the physical resources.

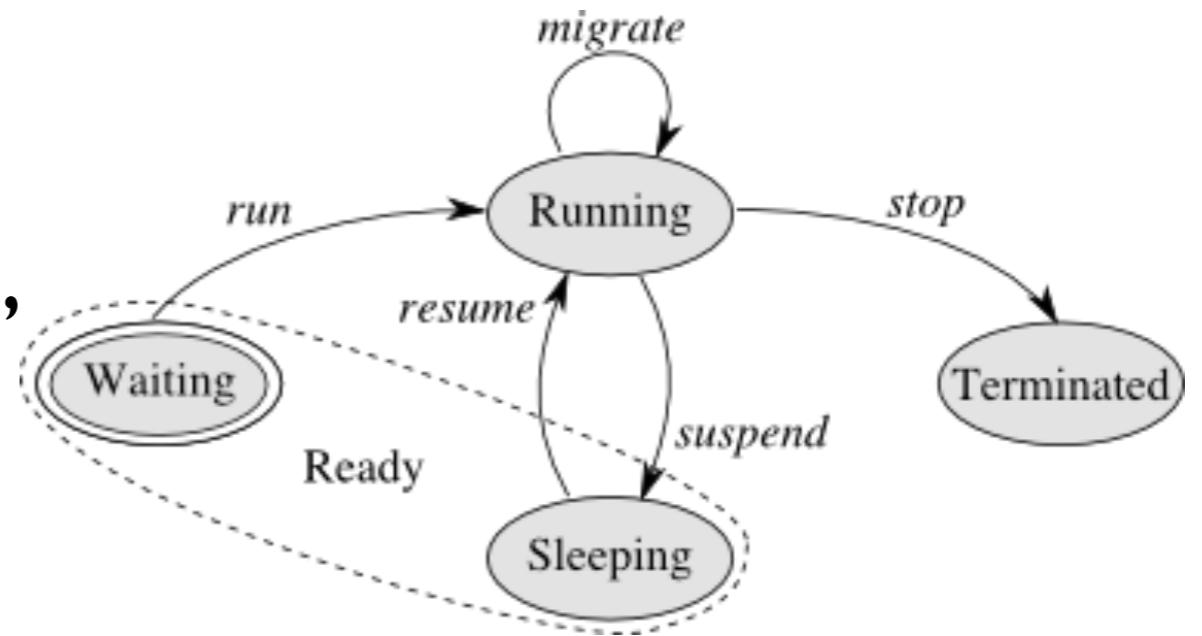


Background on VM dynamic scheduling

Background - a VE-based OS

- General idea: manipulate **VEs** instead of processes
(a VE is a users' working environment, possibly composed of several interconnected VMs)

- In a similar way of usual processes, each VE is in a particular state:



- Perform VE context switches (a set of VM context switches) to rebalance the LUC infrastructure according to the: scheduler objectives / available resources / waiting queue / ...

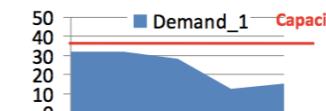
Background - The Entropy Proposal

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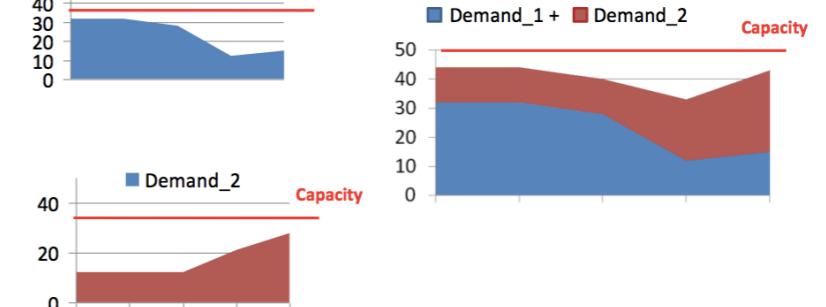


Cloud business model: Provider benefits

- Share capabilities (resources, services, etc.)

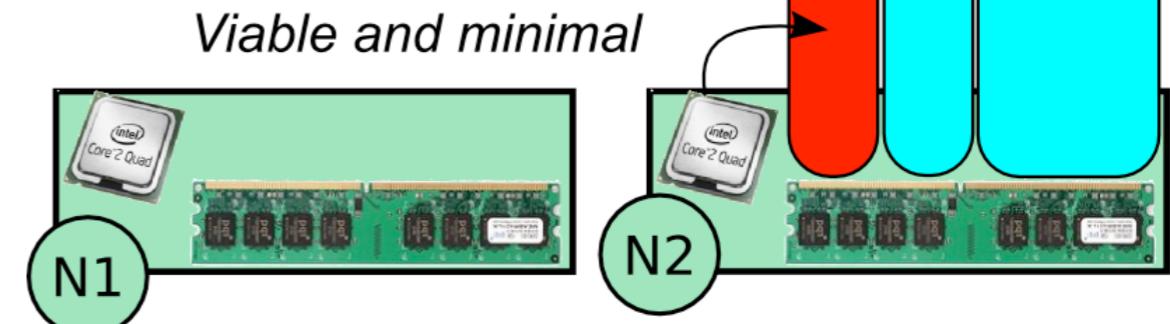
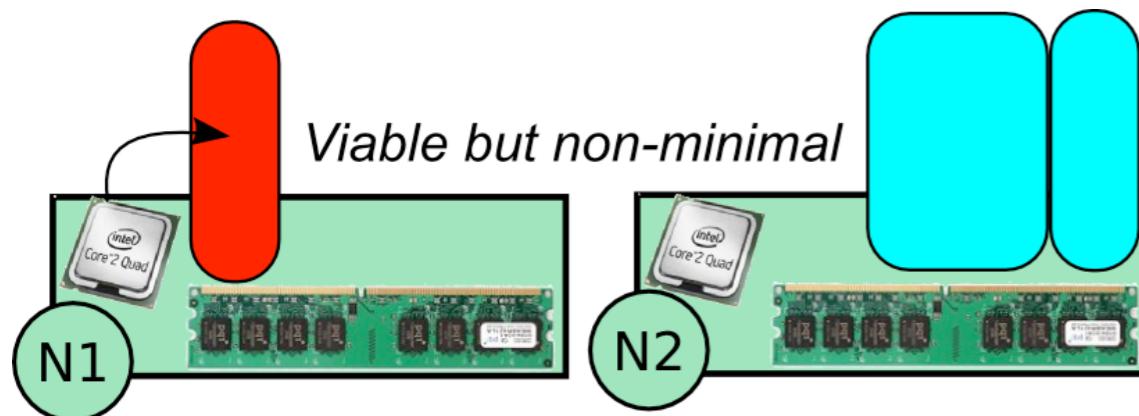
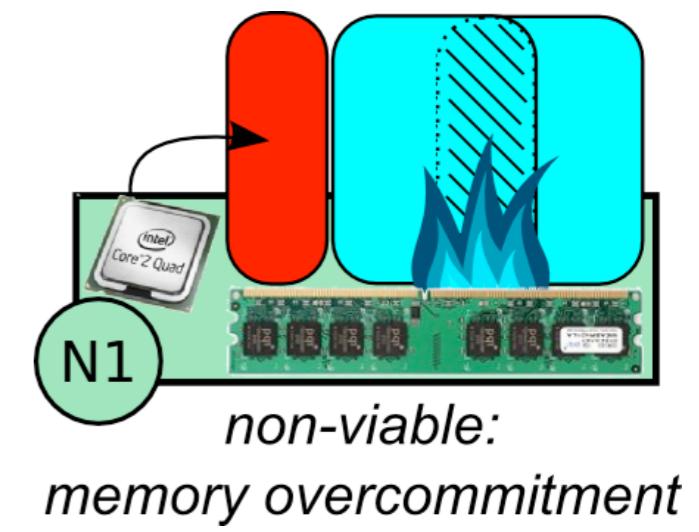
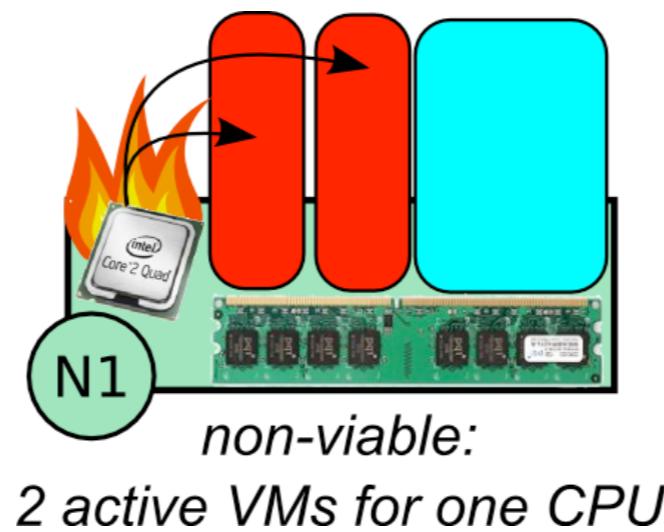
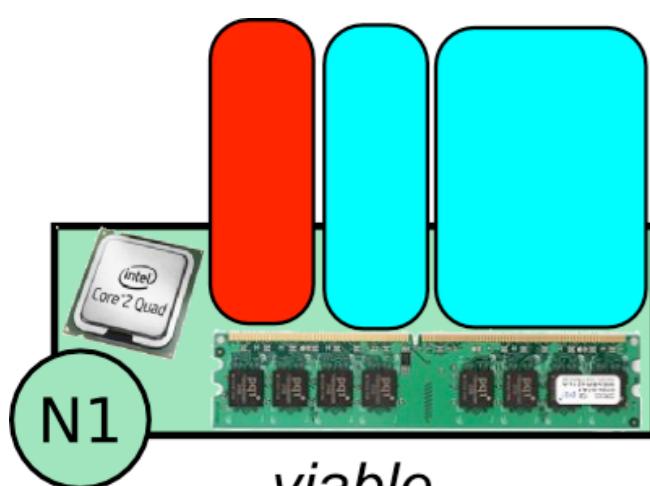


Demand_1 Capacity



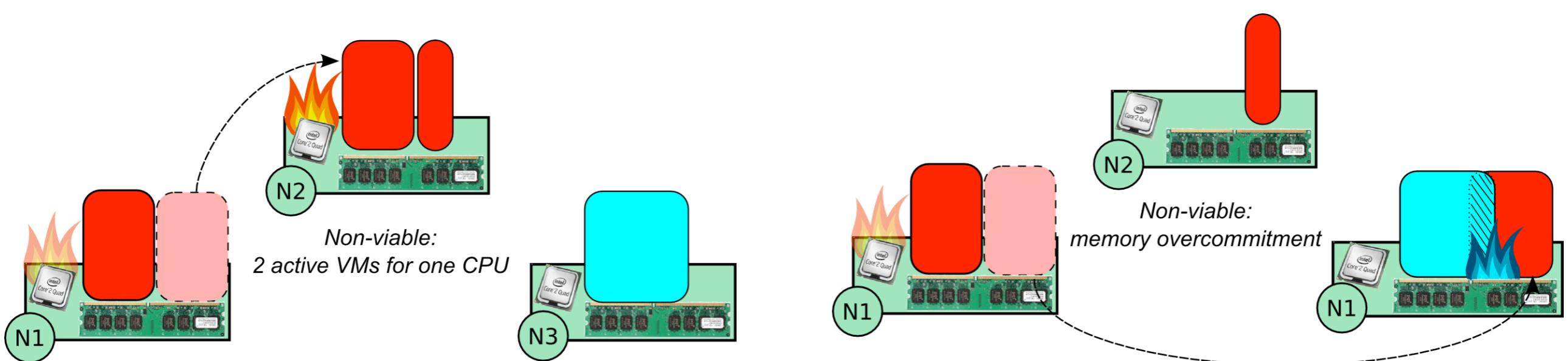
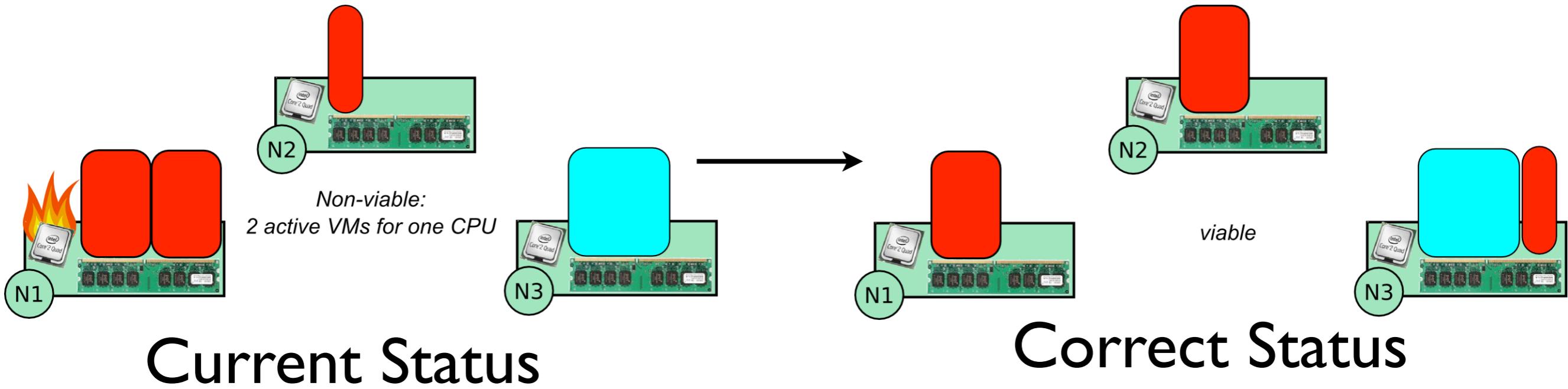
Demand_1 + Demand_2 Capacity

credits: S.Tata, Telecom Summer School 2013



credits: F. Hermenier, OSDI poster session 2008

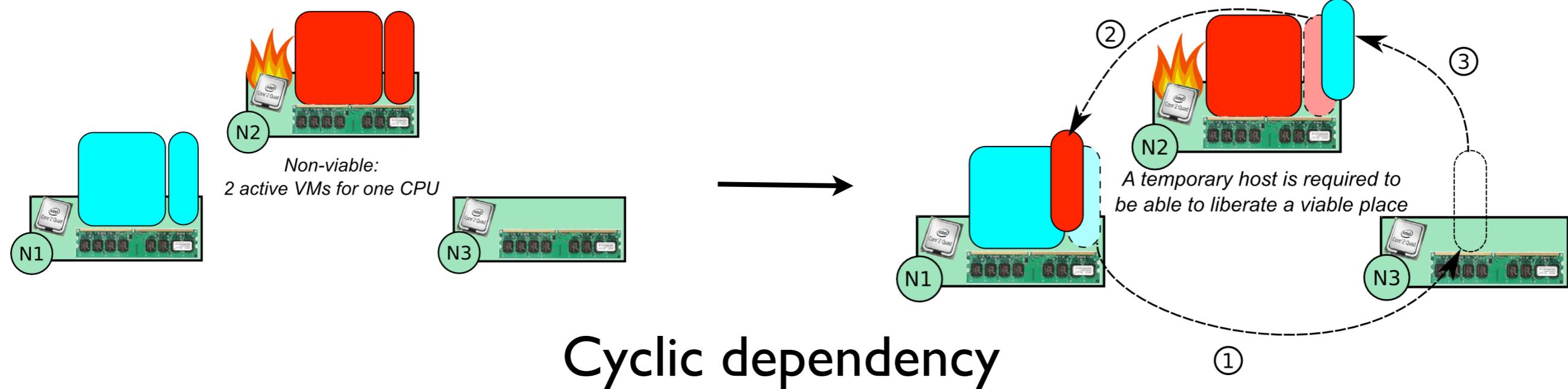
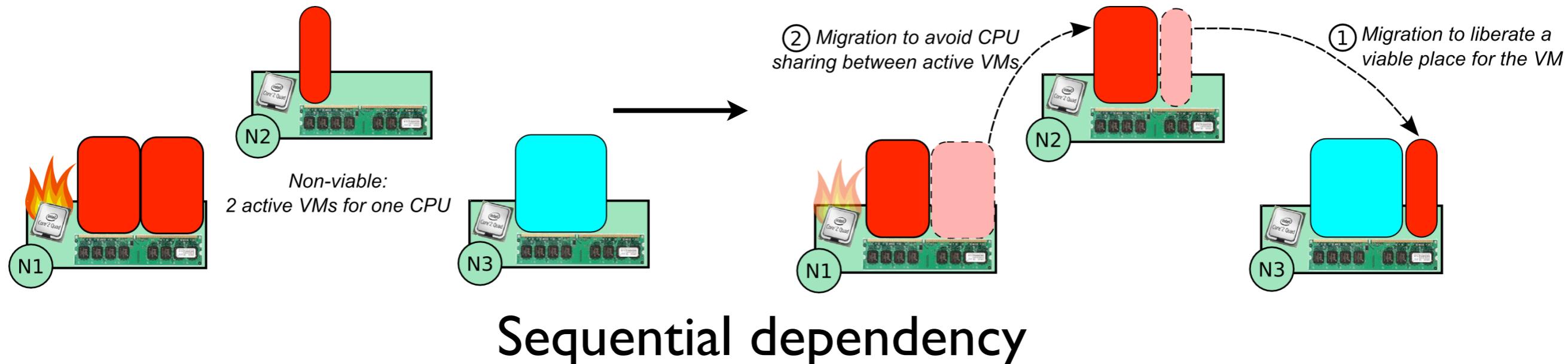
Background - The Entropy Proposal



Non-viable manipulations

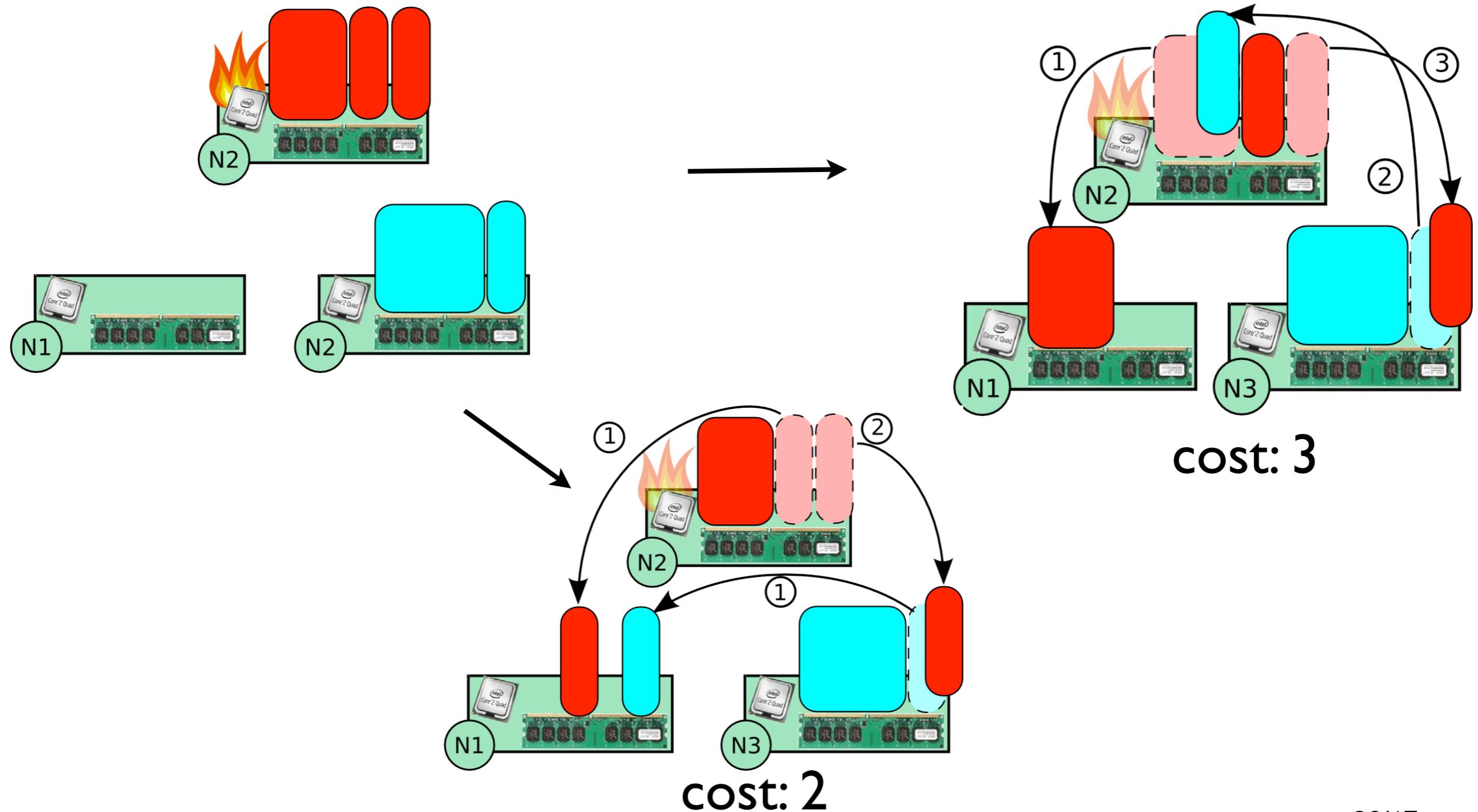
Background - The Entropy Proposal

- Order VM Operations



Background - The Entropy Proposal

- Optimizing the reconfiguration process



Background - The Entropy Proposal

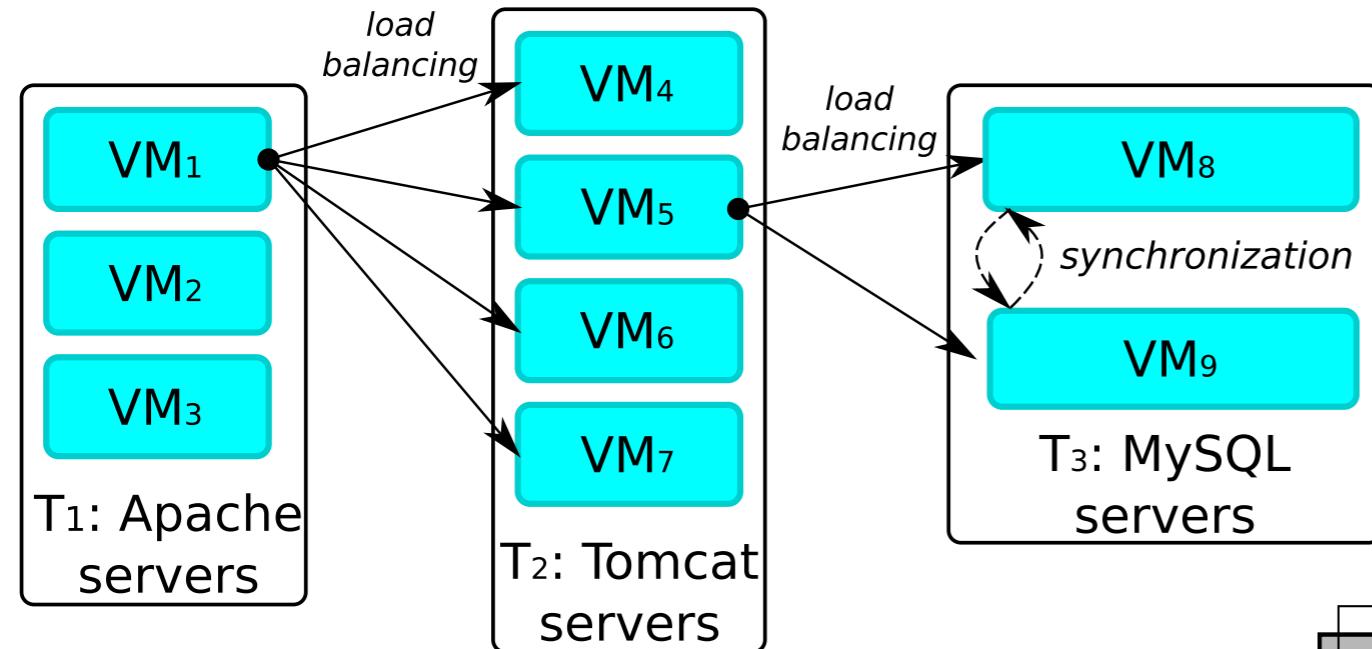
More Constraints

- Manipulate VEs dynamically can lead to non desired configurations
- Additional constraints should be considered

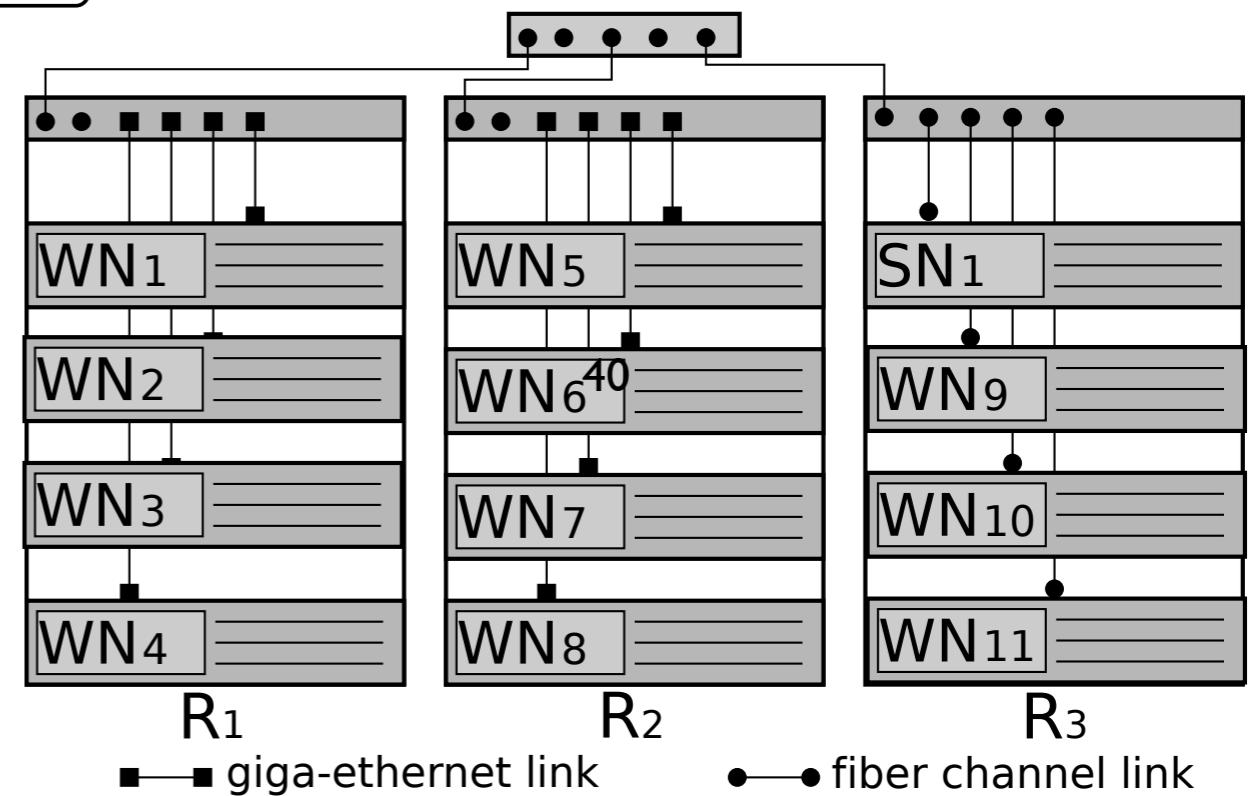
To take into account particular requirements according to the infrastructure (performance, HA, maintenance operations...)

To maintain VE “consistency” during reconfigurations

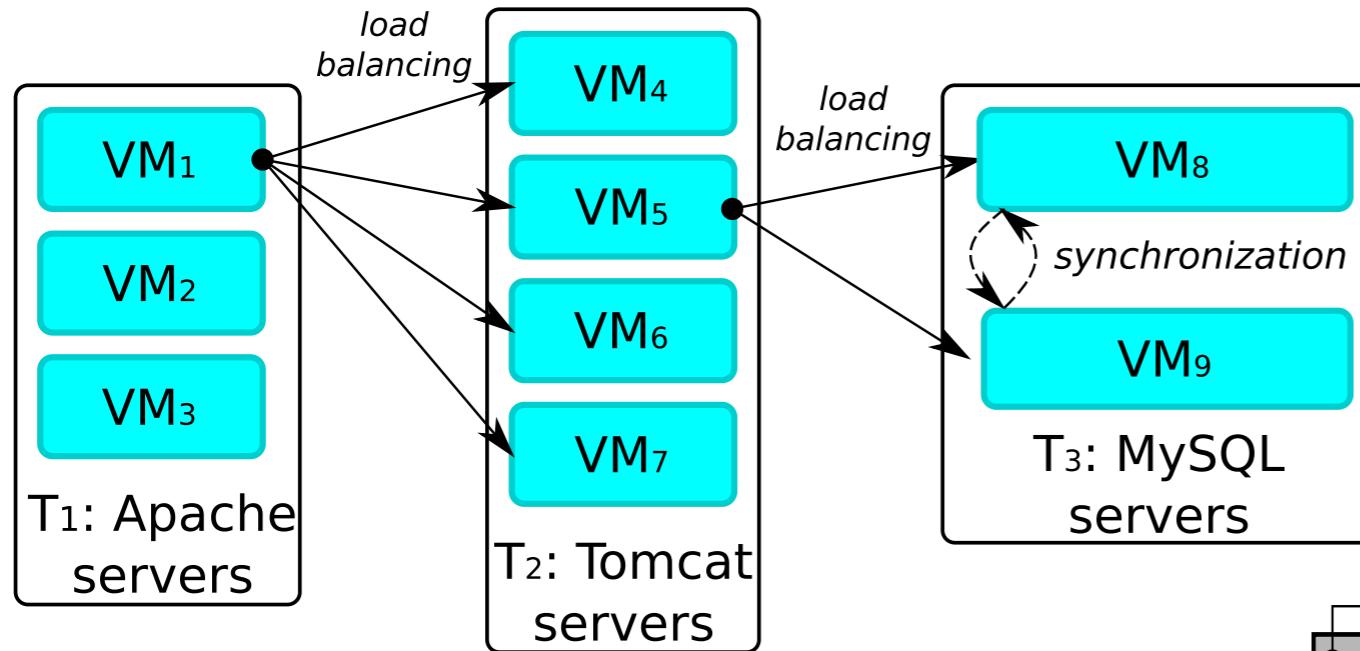
Background - Plasma and Entropy



Virtualized HA application

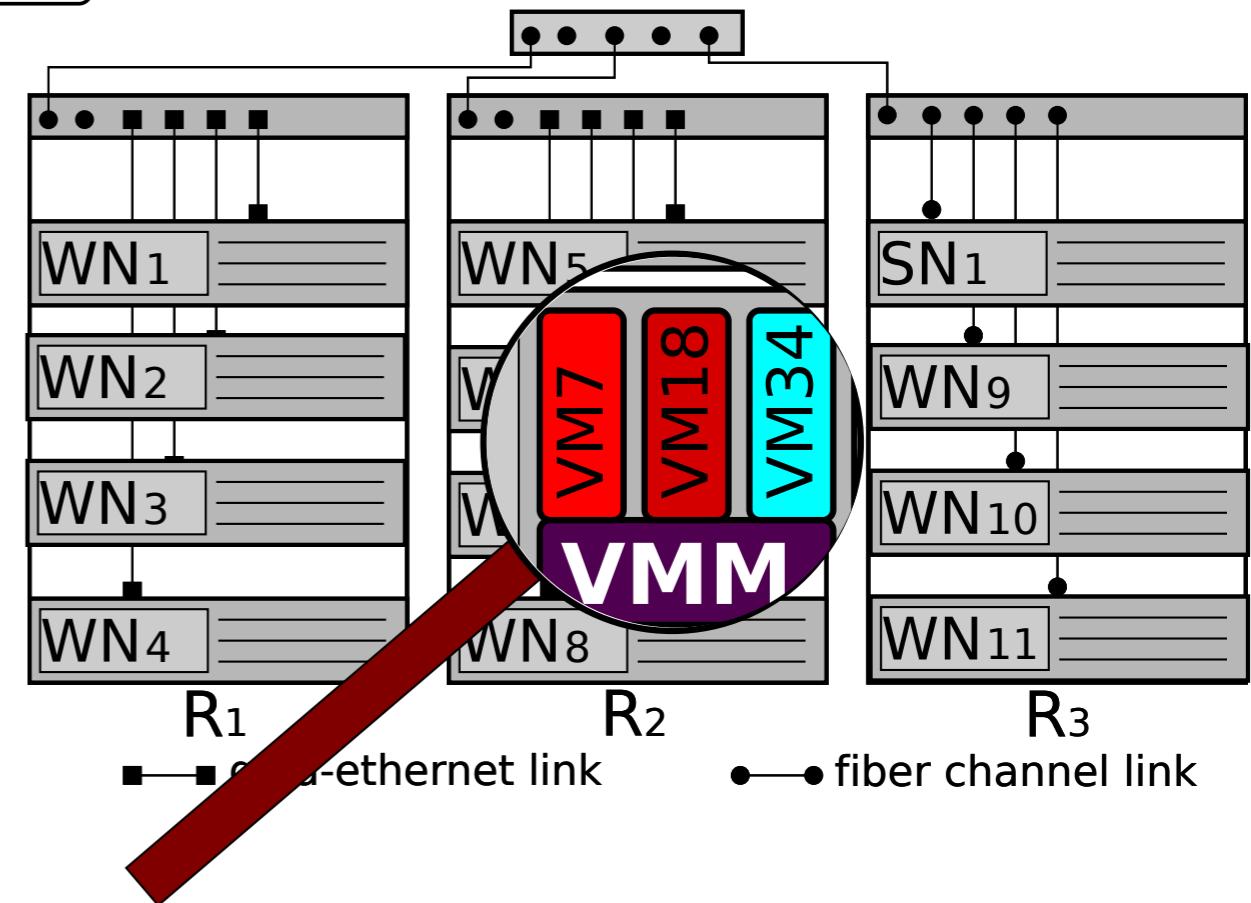


Background - Plasma and Entropy



Virtualized HA application

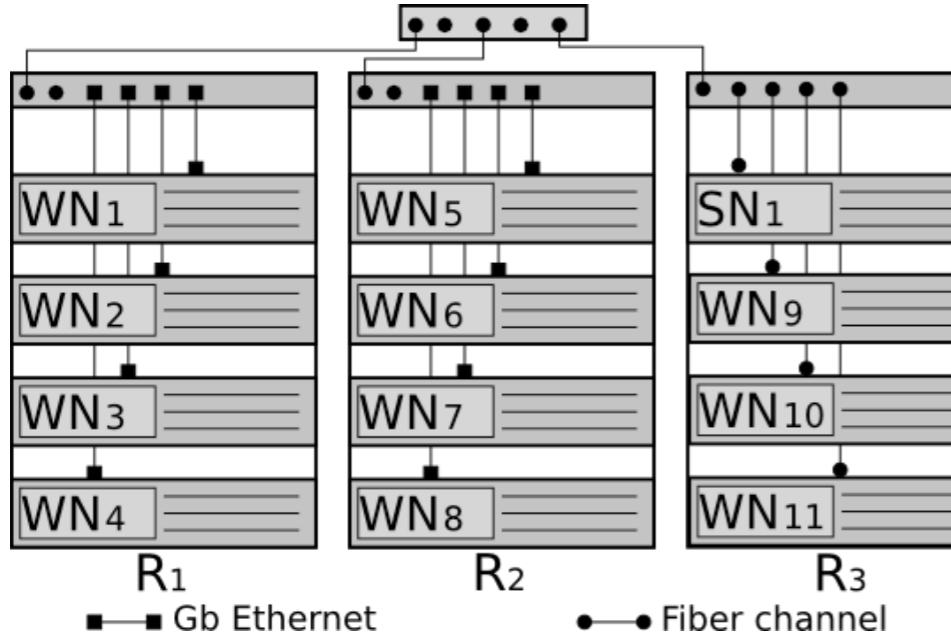
Plasma, a DSL to describe.
the infrastructure
the VEs and their placement
constraints



Background - Plasma and Entropy

- **ban({VM1,VM2}, {N1, N2})**
Prevents a set of VMs from being hosted on a given set of nodes
- **fence({VM1,VM2}, {N1, N2})**
Forces a set of VMs to be hosted on a set of nodes
- **spread({VM1,VM2})**
Ensures that the specified VMs are never hosted on the same node at the same time
- **latency({VM1,VM2}, {{N1,N2}, {N3,N4}})**
Forces a set of VMs to be hosted on a single group of nodes
- See more on <http://btrp.inria.fr/>

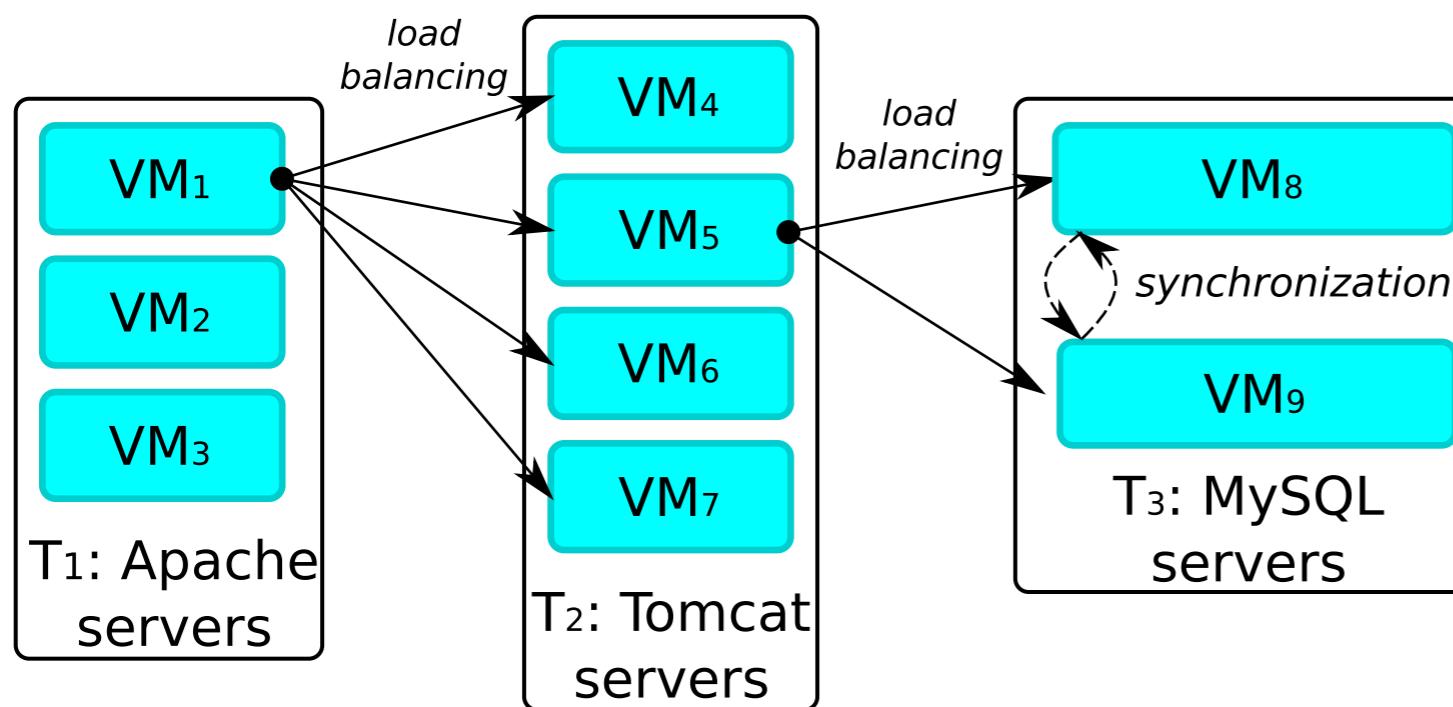
Infrastructure/Application Description



```
// Infrastructure
$R1 = {WN1 ,WN2 ,WN3 ,WN4 };
$R2 = WN [5..8];
$R3 = WN [9..11] + {SN1 };
```

```
// Classes of latency
$small = {$R3 };
$medium = $R [1..3];
```

```
// Constraints
ban ( $ALL_VMS ,{SN1 });
ban ( $ALL_VMS ,{WN5 });
fence ($A1 ,$R2 + $R3 );
```



```
// The 3 tiers
$T1 = {VM1 ,VM2 ,VM3 };
$T2 = VM [4..7];
$T3 = VM [8..9];
```

```
// Fault tolerance to hw. failures
spread($T1);
spread($T2);
spread($T3);
```

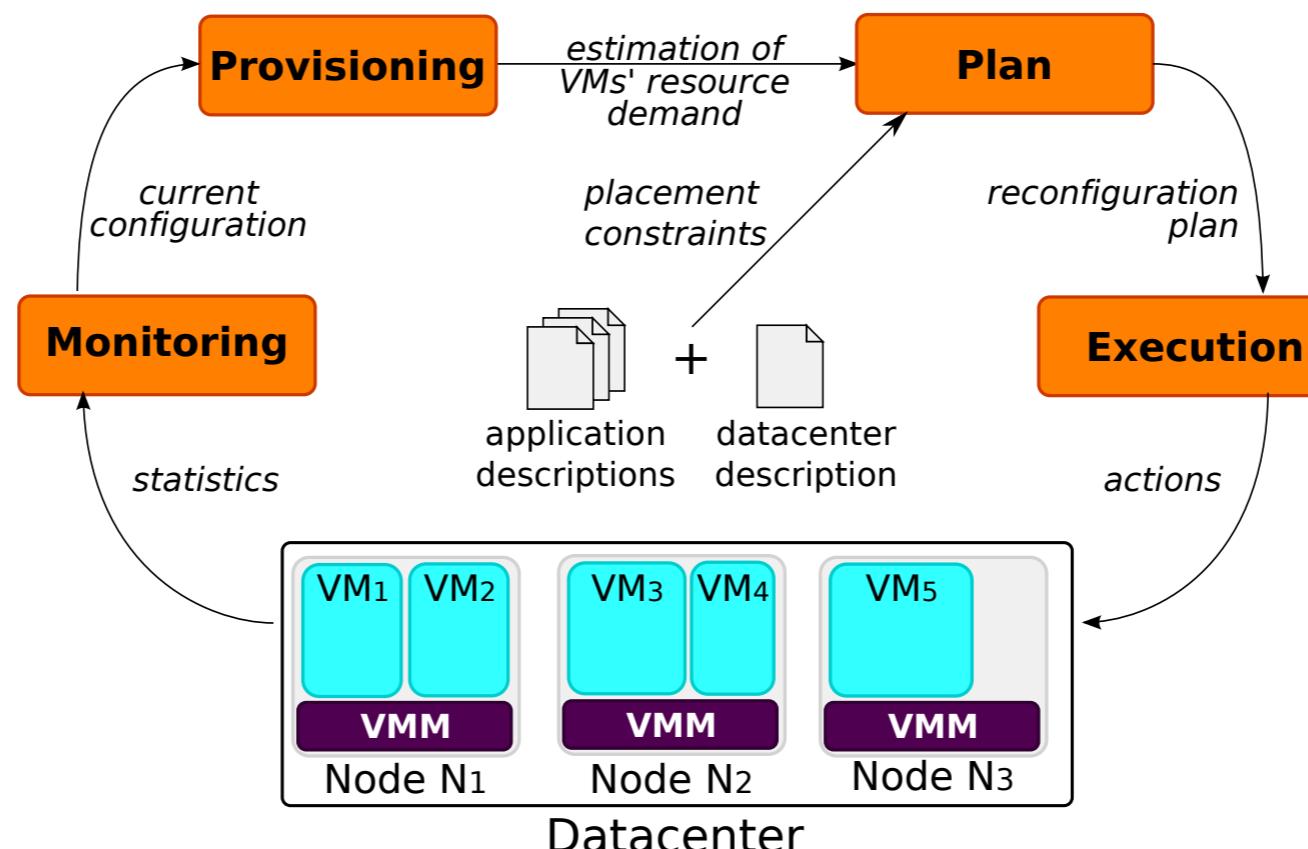
```
// Efficient synchronization
latency ($T3 , $small );
```

Background - Entropy / btrPlace



An autonomic framework to maintain viable VE placements

Developed since 2006 (ANR SelfXL / ANR Emergence, 10 persons / EasyVirt)
ASCOLA Research Group (Mines Nantes)
Oasis Research Team (University Of Nice Sophia Antipolis)

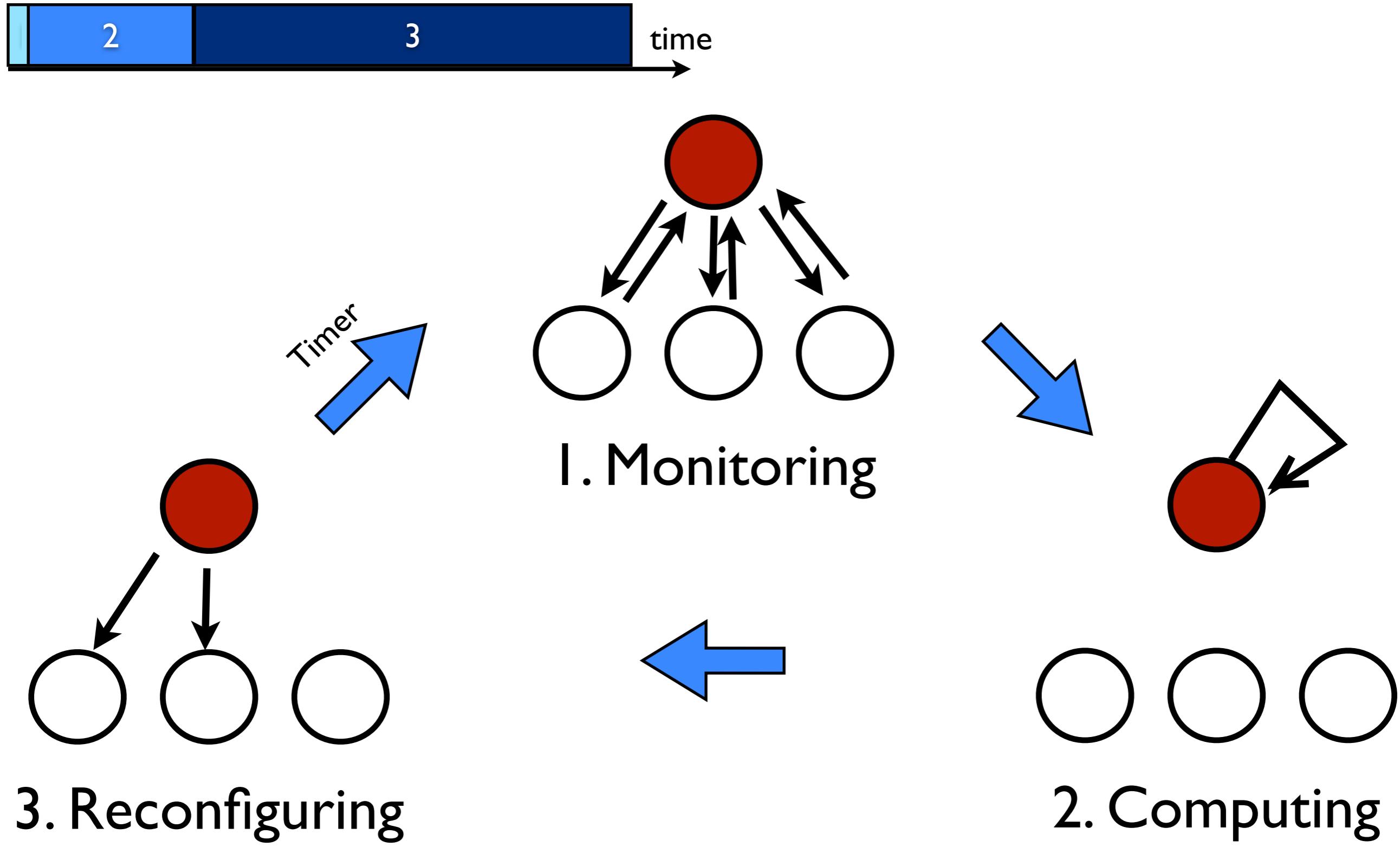


Scalability / Reactivity / Cost of reconfigurations

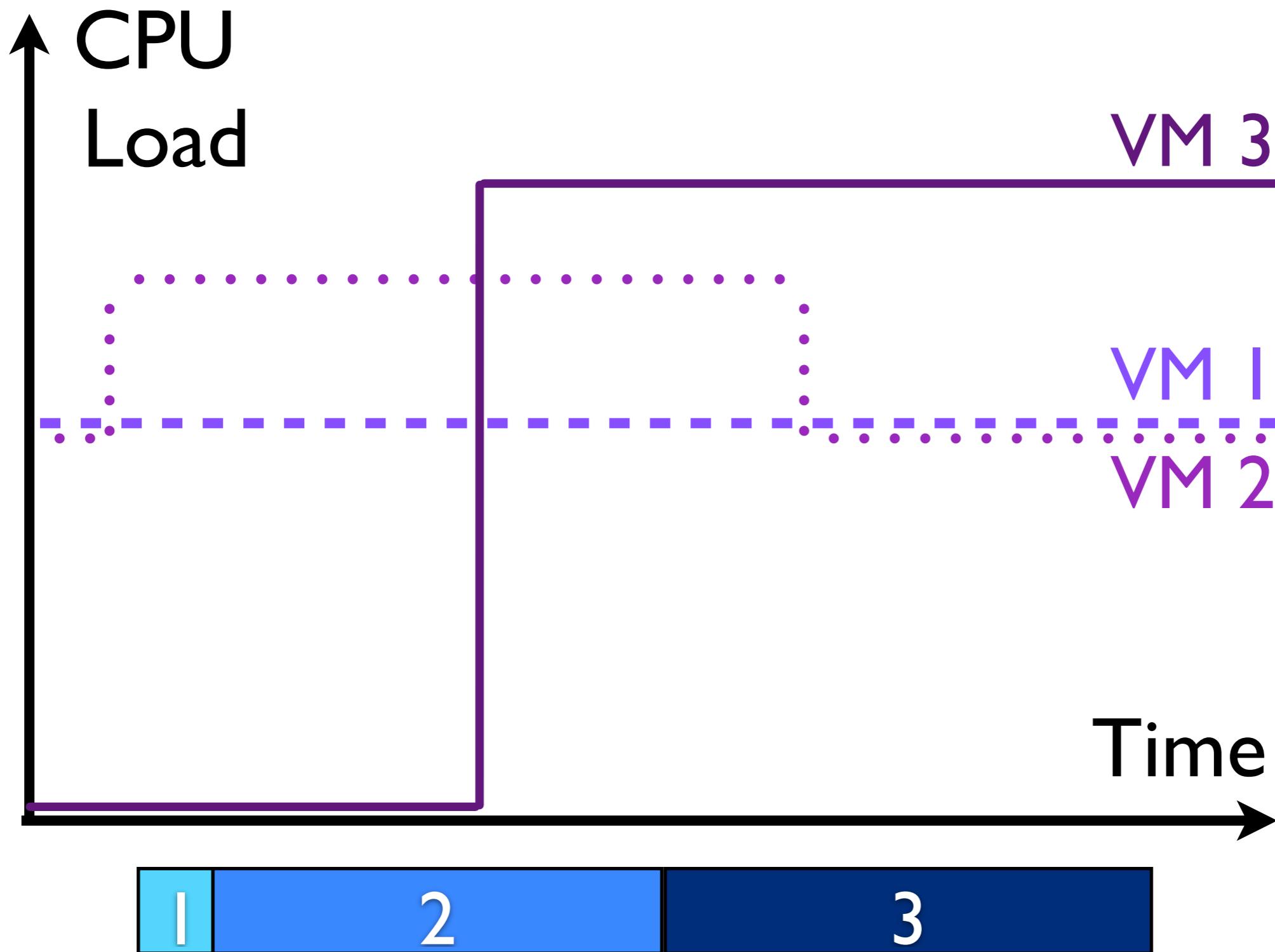


Dynamic Scheduling of VMs

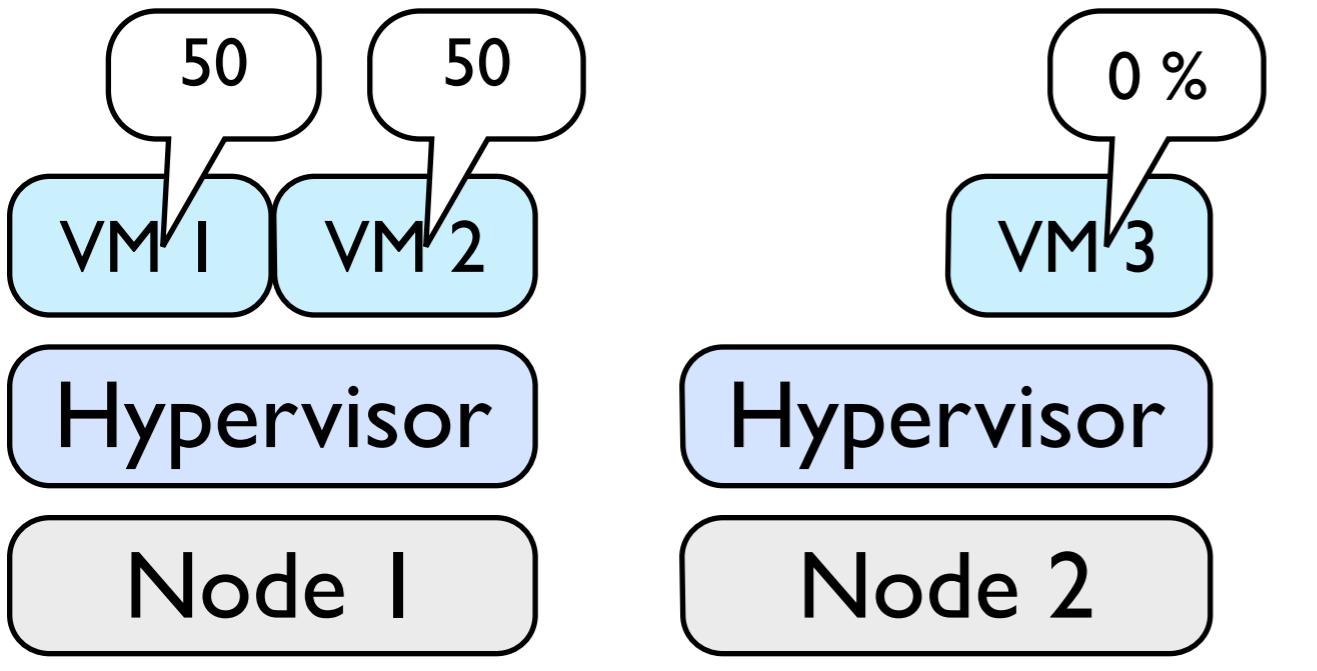
Centralized approach



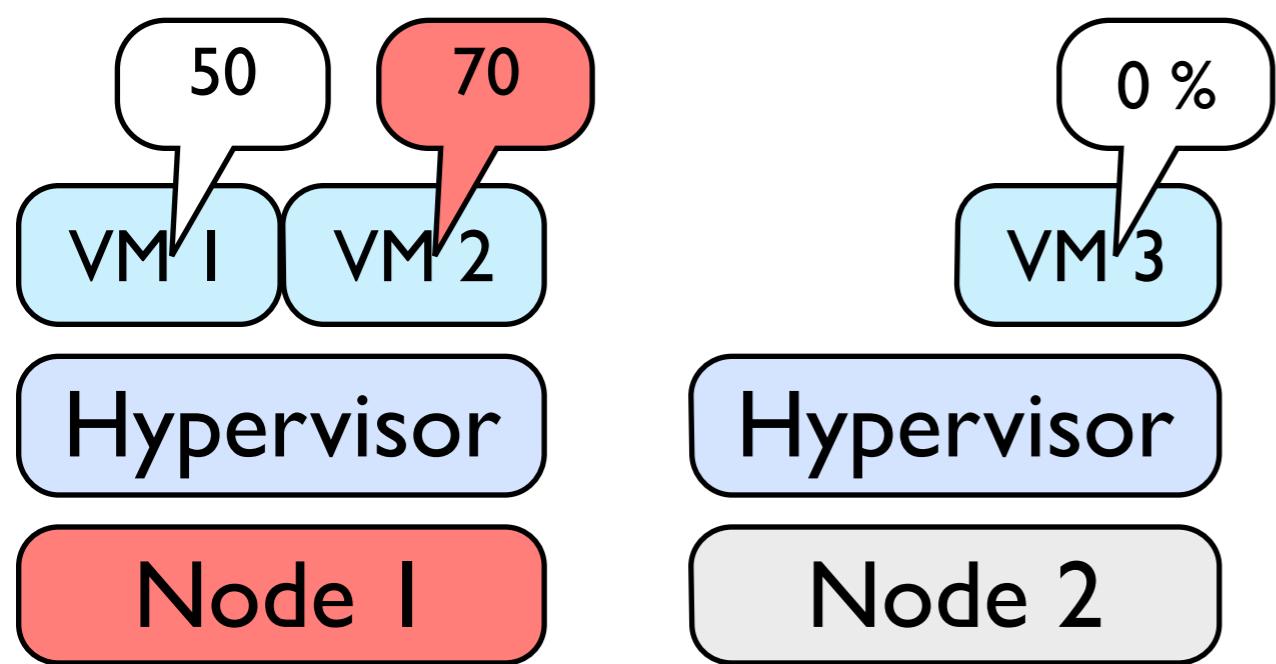
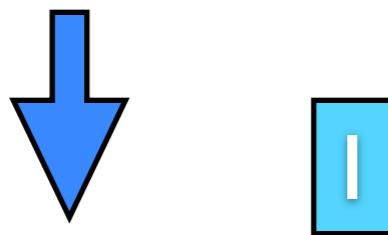
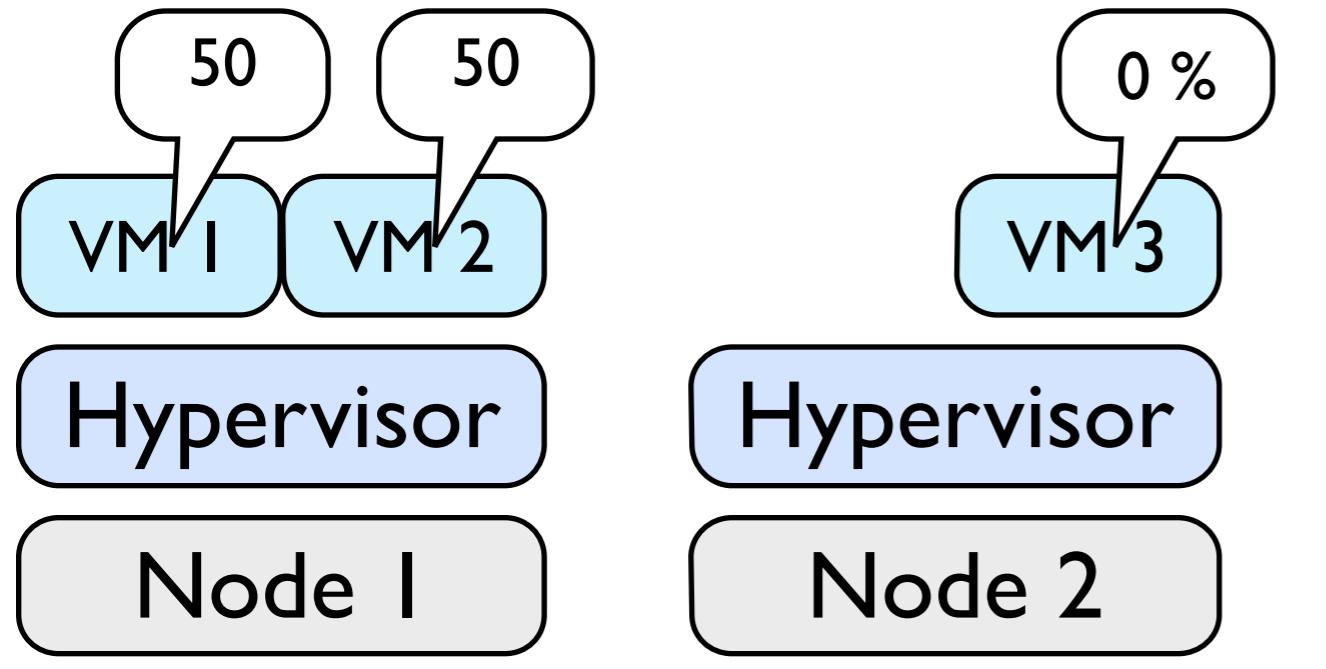
Scalability vs Reactivity



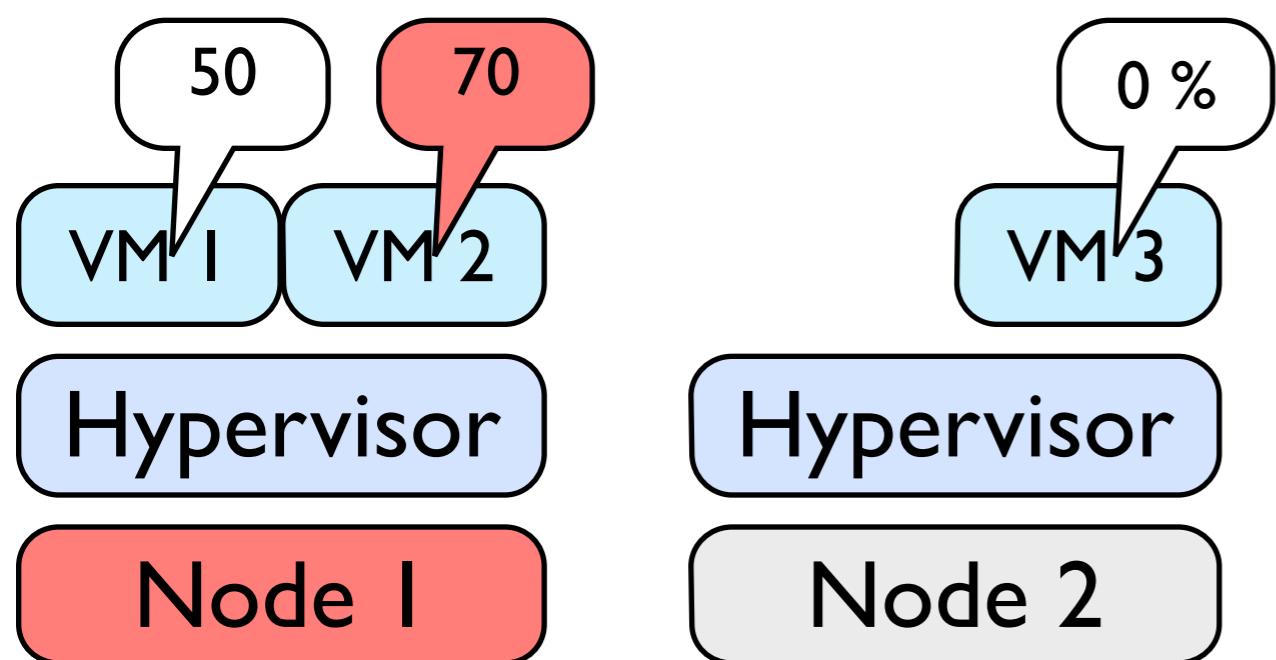
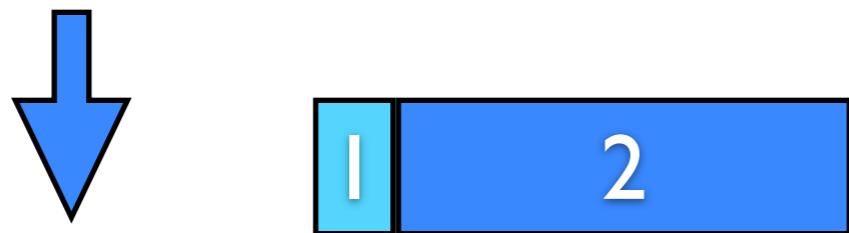
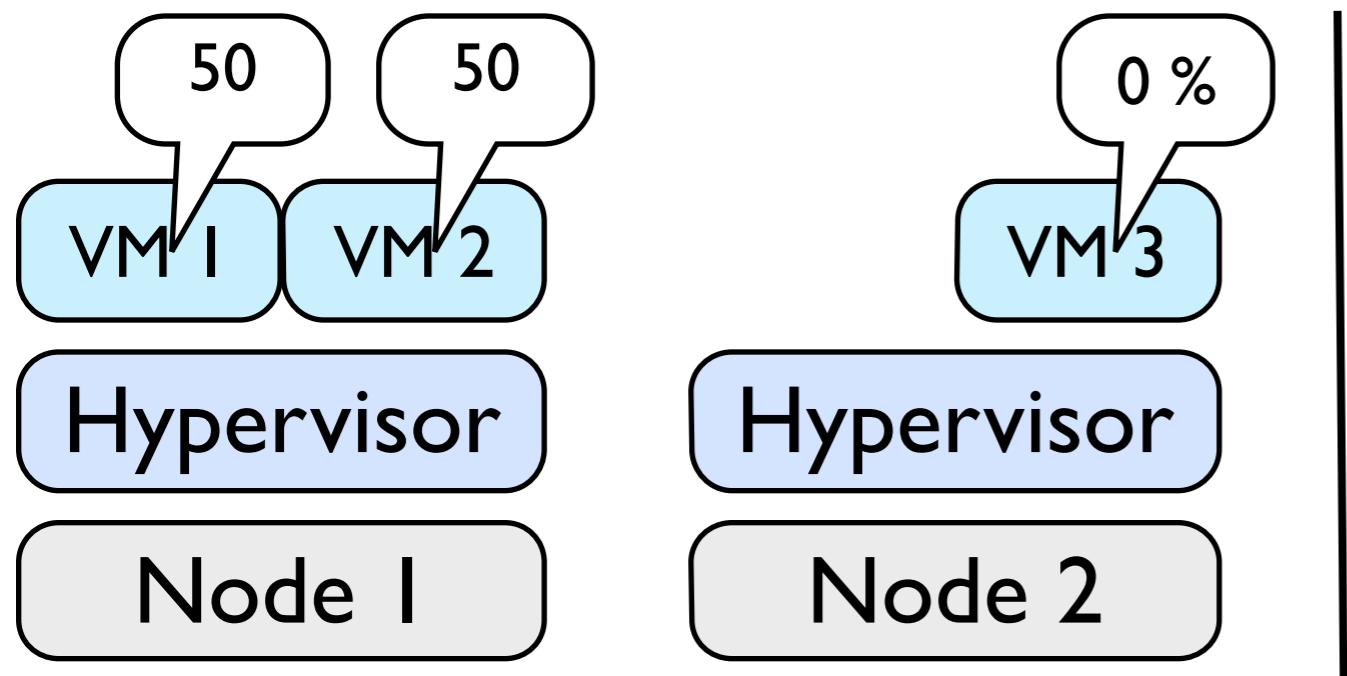
Scalability vs Reactivity



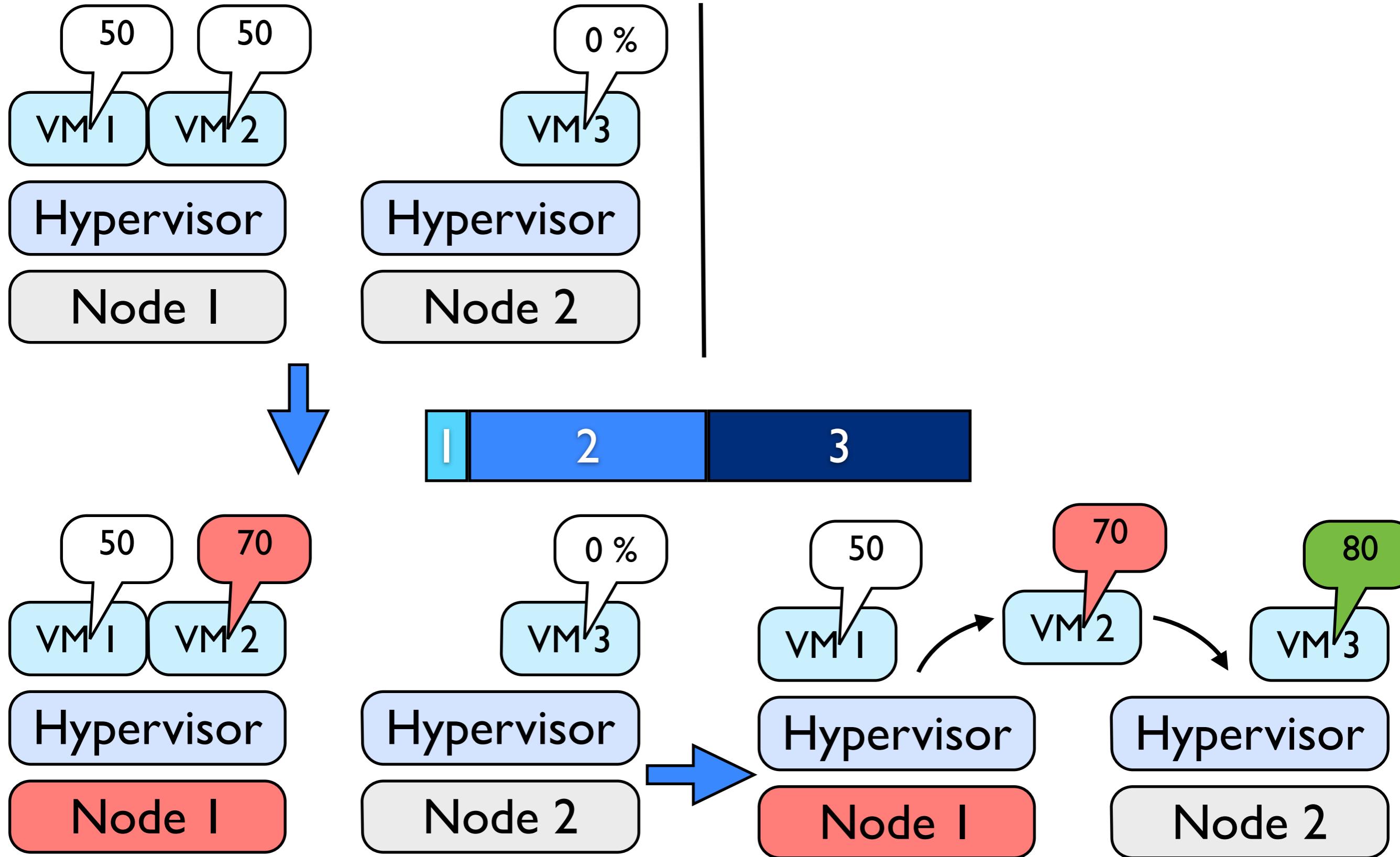
Scalability vs Reactivity



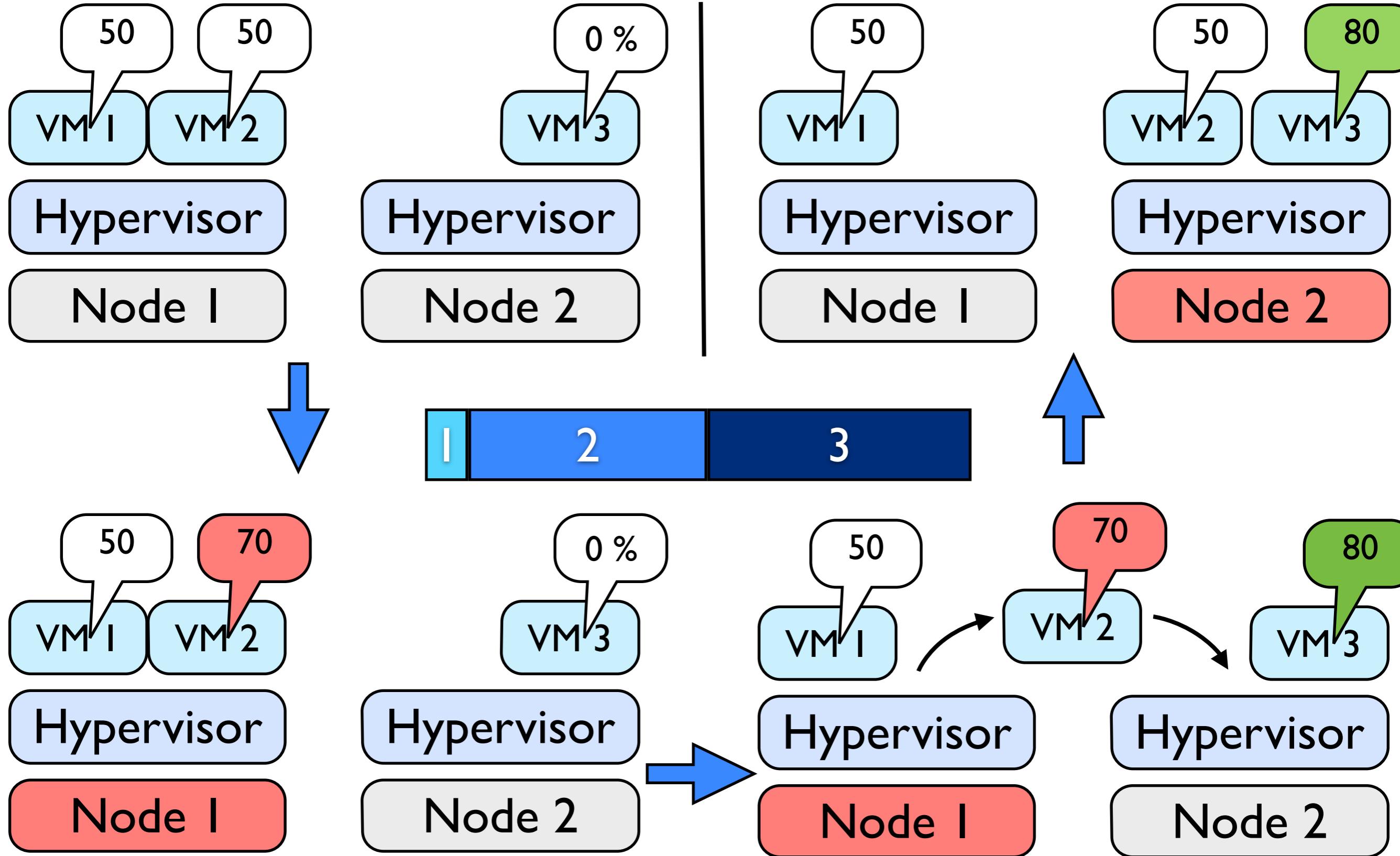
Scalability vs Reactivity



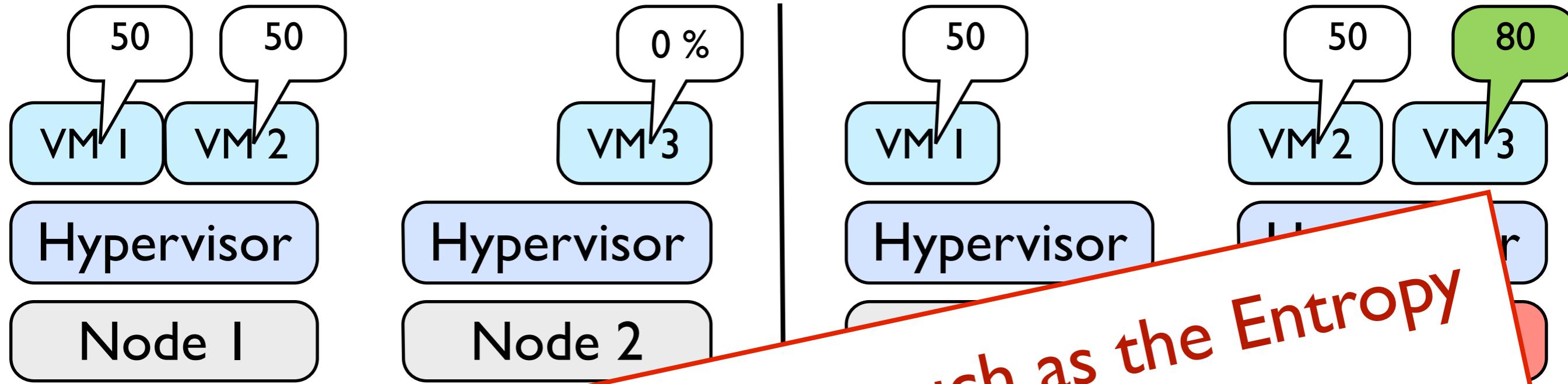
Scalability vs Reactivity



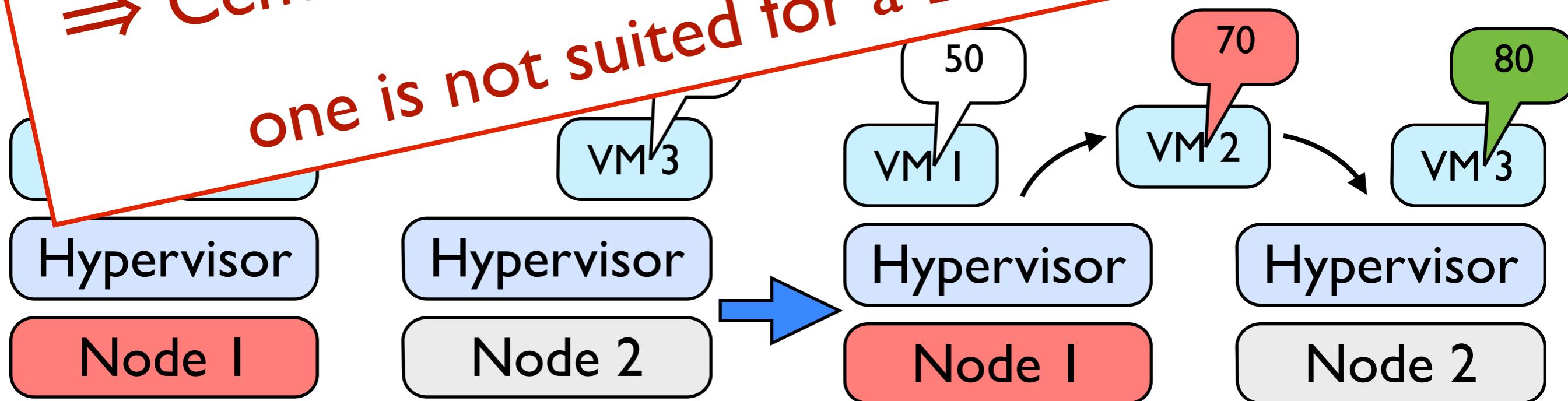
Scalability vs Reactivity

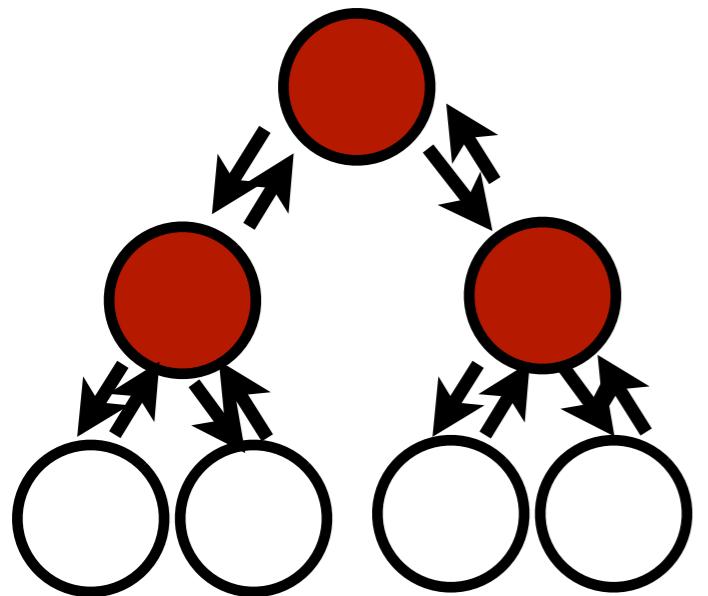


Scalability vs Reactivity



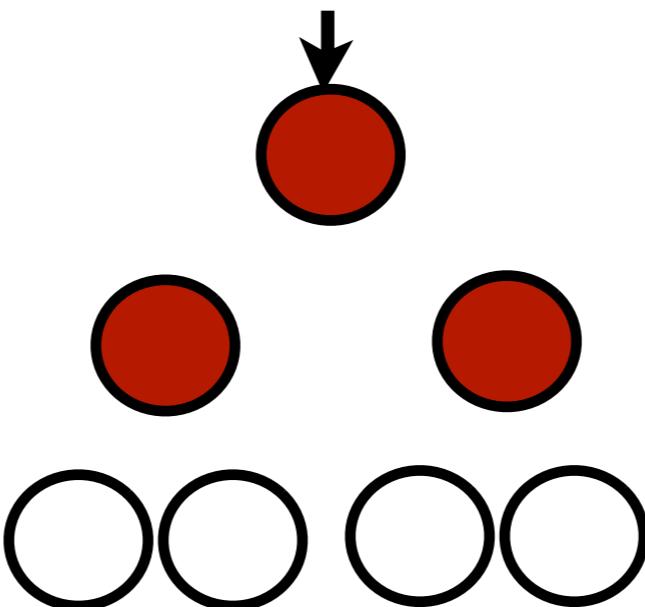
⇒ Centralized approaches such as the Entropy
one is not suited for a LUC platform



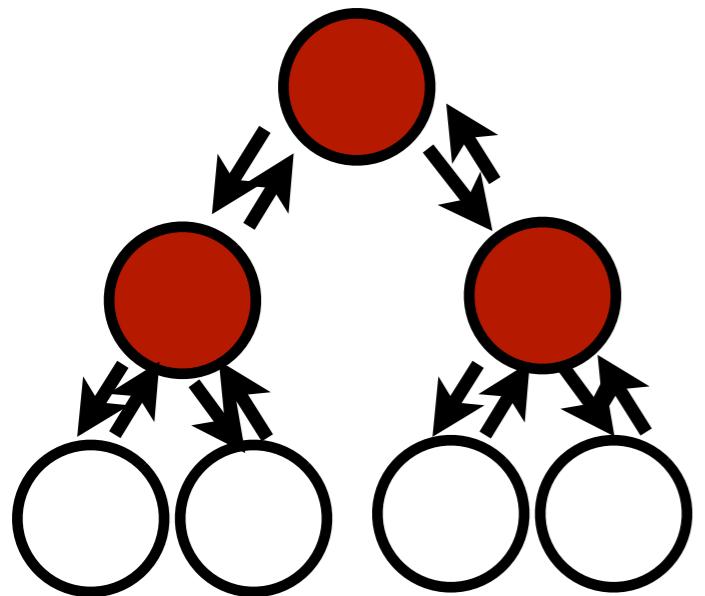


Monitoring

Hierarchical architecture
Snooze [Feller et al., CCGRID '12]

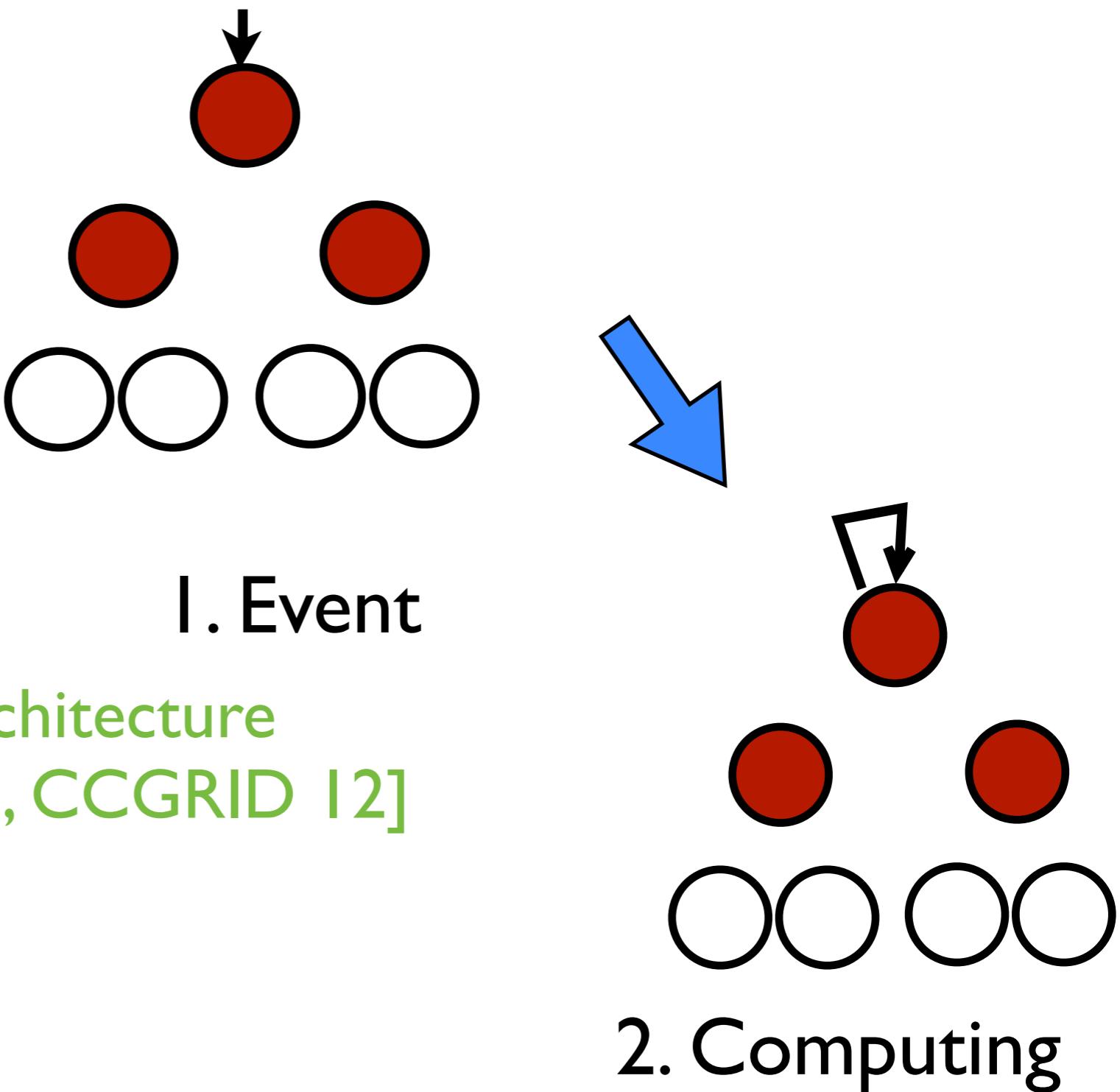


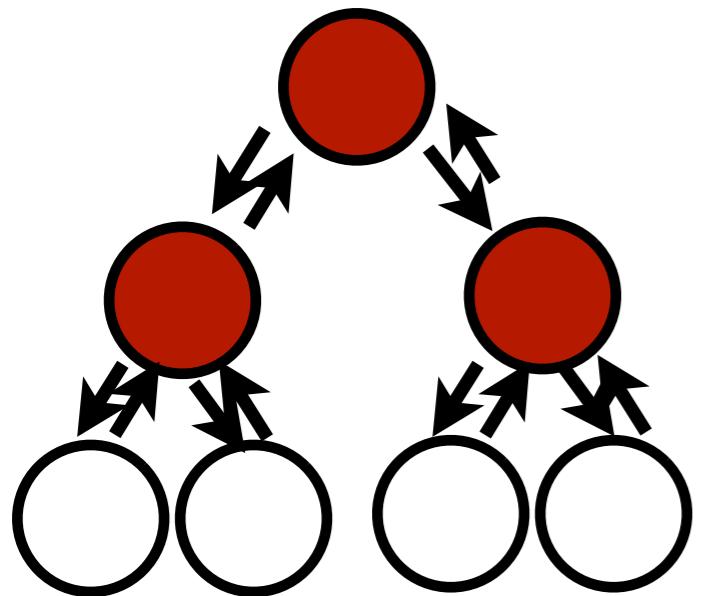
I. Event



Monitoring

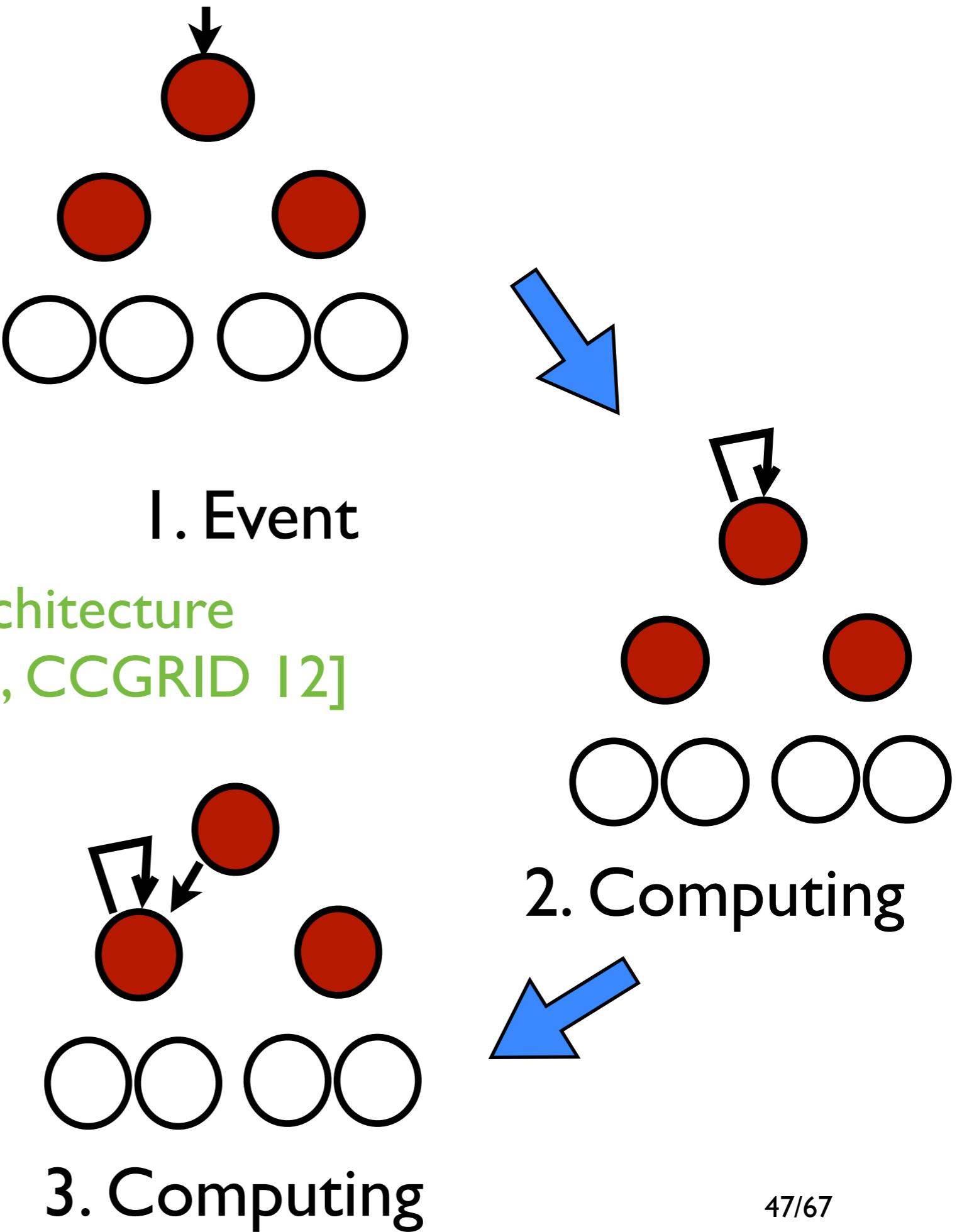
Hierarchical architecture
Snooze [Feller et al., CCGRID 12]

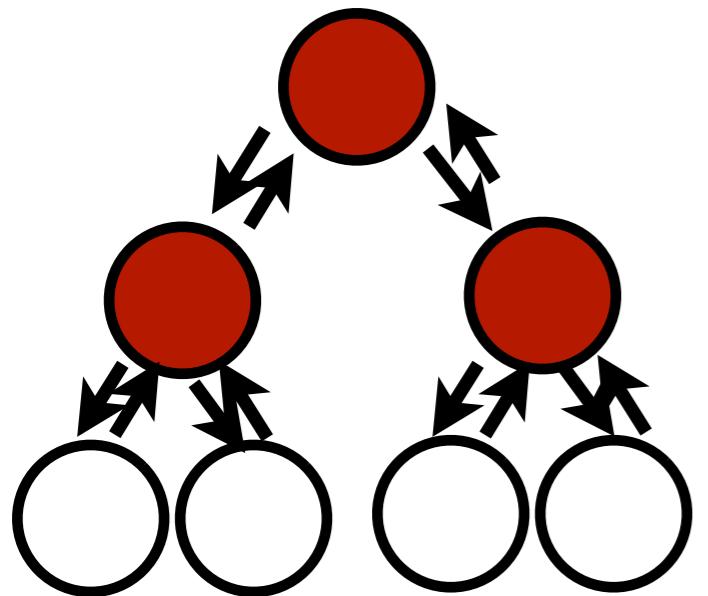




Monitoring

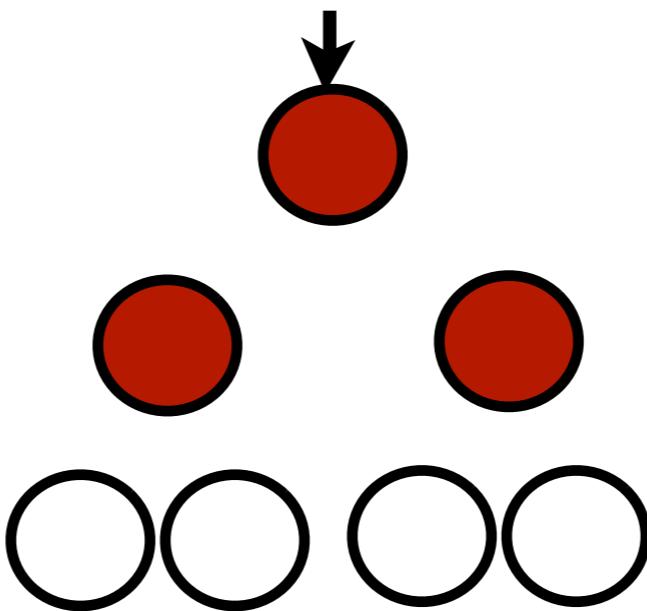
Hierarchical architecture
Snooze [Feller et al., CCGRID '12]



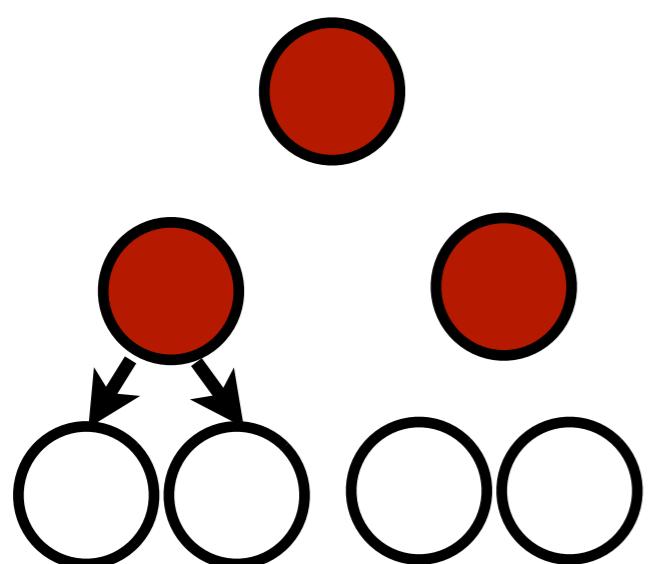


Monitoring

Hierarchical architecture
Snooze [Feller et al., CCGRID 12]

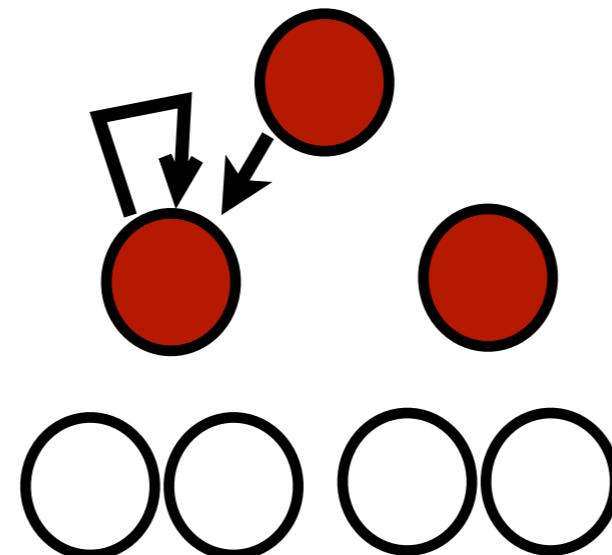


1. Event

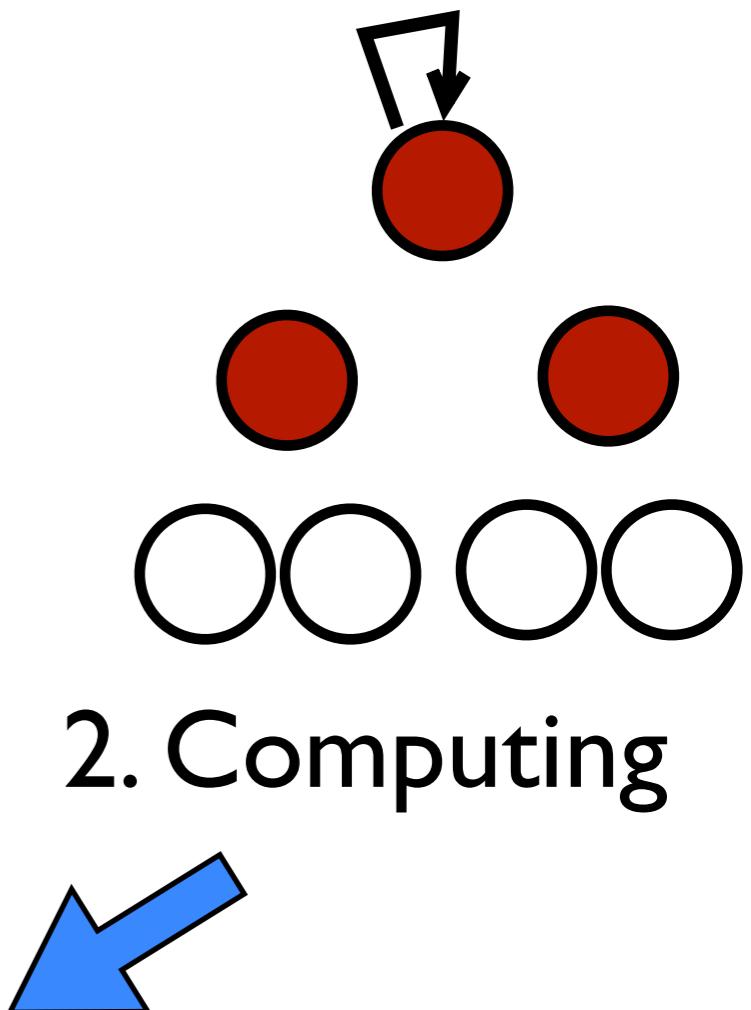


4. Reconfiguring

1. Event



3. Computing



2. Computing

The LUC OS - VEs Scheduling

- Make dynamic partitioning of the system according to the effective usage of resources
- Make direct cooperations between hypervisors (no service node)
- The DVMS Proposal

Event driven

P2P Like system

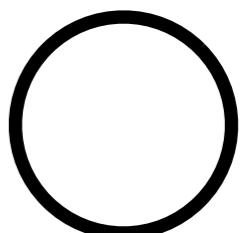
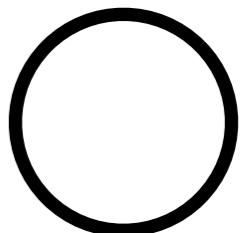
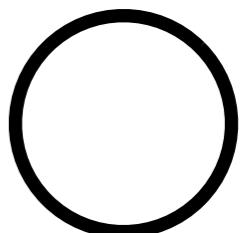
Local interactions between nodes

Scheduling performed on partitions of the system, created dynamically (nodes are reserved for an exclusive use by a scheduler, to prevent several schedulers from migrating the same VMs)

The LUC OS - VEs Scheduling

Event occurs on node_i

Event



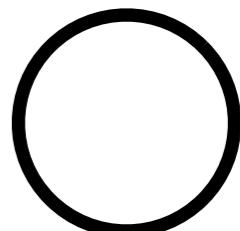
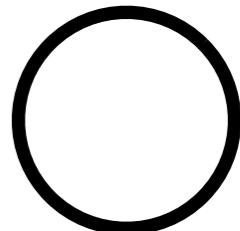
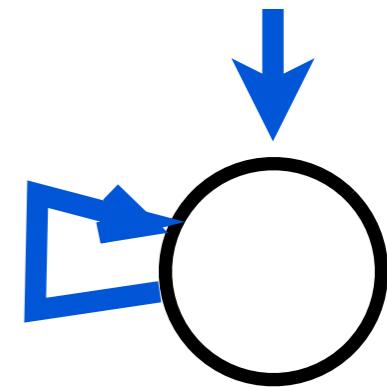
The LUC OS - VEs Scheduling

Event occurs on node_i



Can current node scheduler
calculate valid schedule?

Event



The LUC OS - VEs Scheduling

Event occurs on node_i

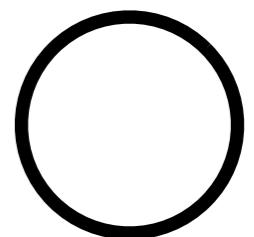
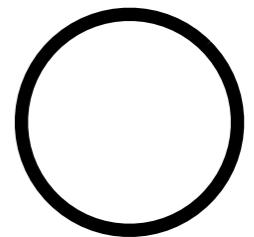
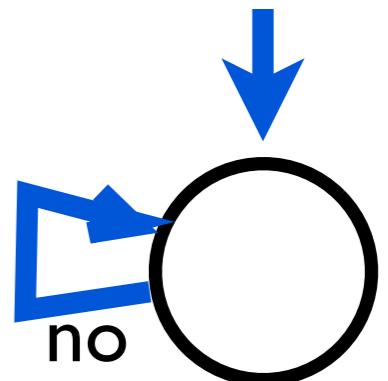


Can current node scheduler
calculate valid schedule?



Contact neighbor
and ask it to solve
the problem

Event



The LUC OS - VEs Scheduling

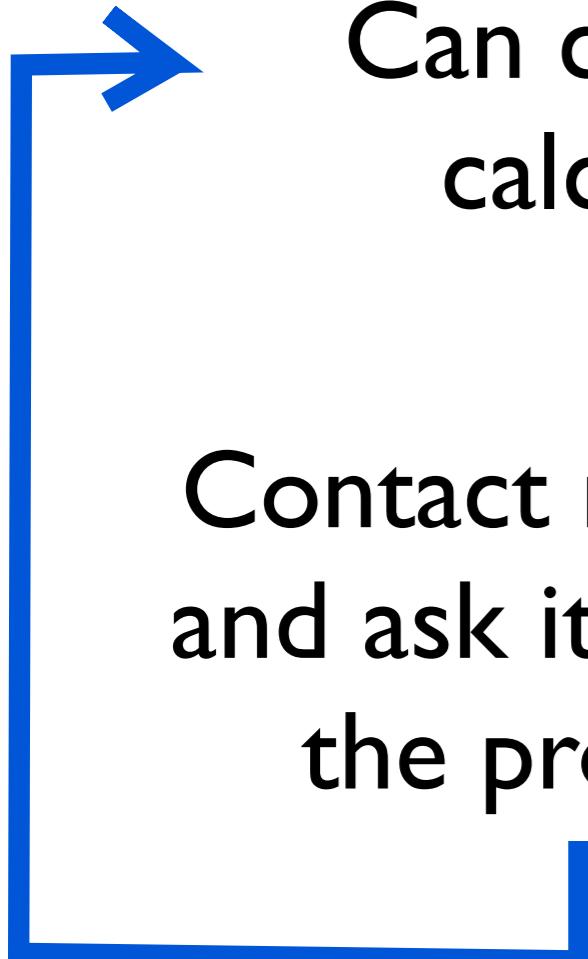
Event occurs on node_i



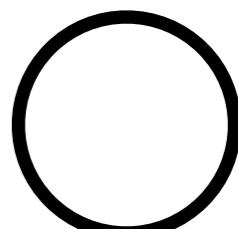
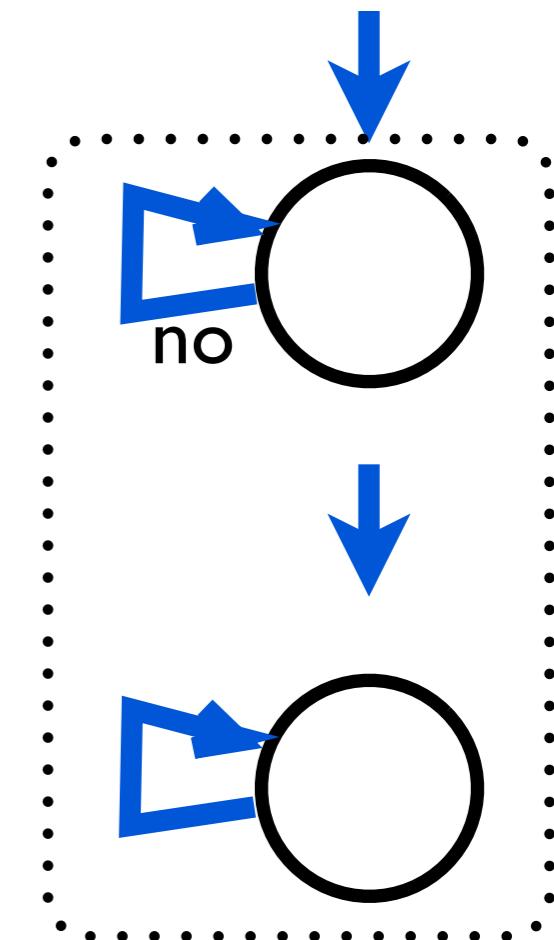
Can current node scheduler
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Contact neighbor
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Event



The LUC OS - VEs Scheduling

Event occurs on node_i



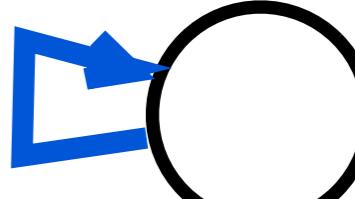
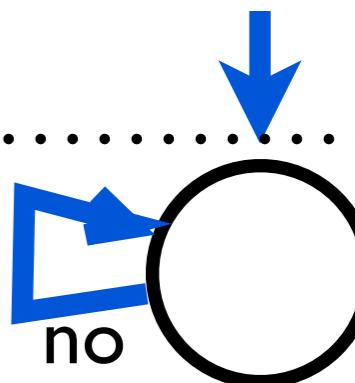
Can current node scheduler
calculate valid schedule?



Contact neighbor
and ask it to solve
the problem



Event



The LUC OS - VEs Scheduling

Event occurs on node_i

Can current node scheduler calculate valid schedule?

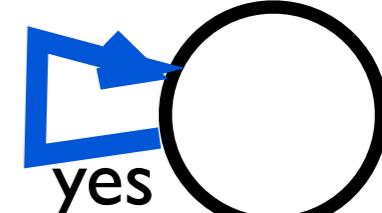
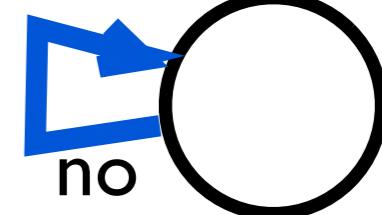
no

Contact neighbor and ask it to solve the problem

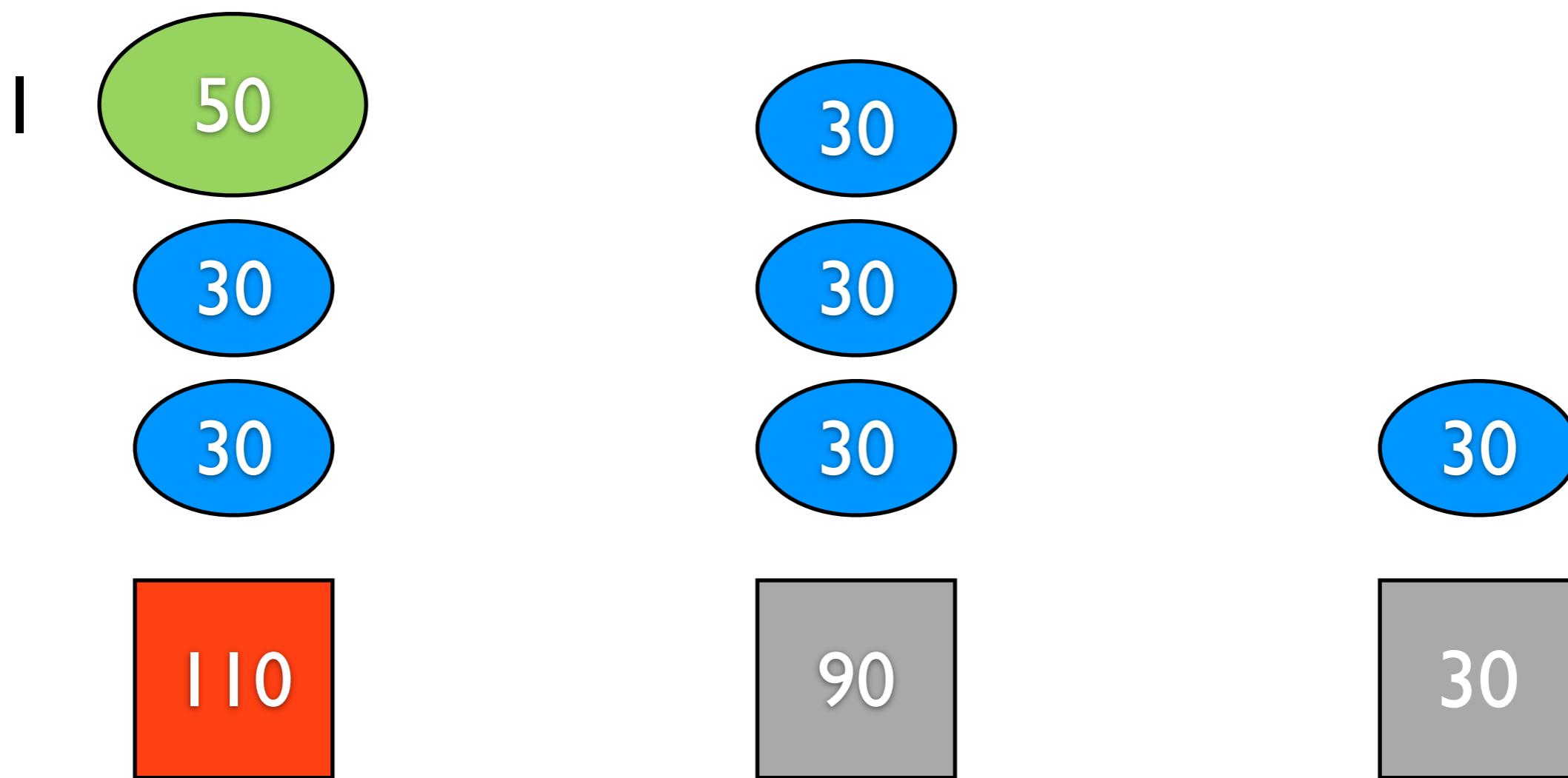
yes

Apply the schedule

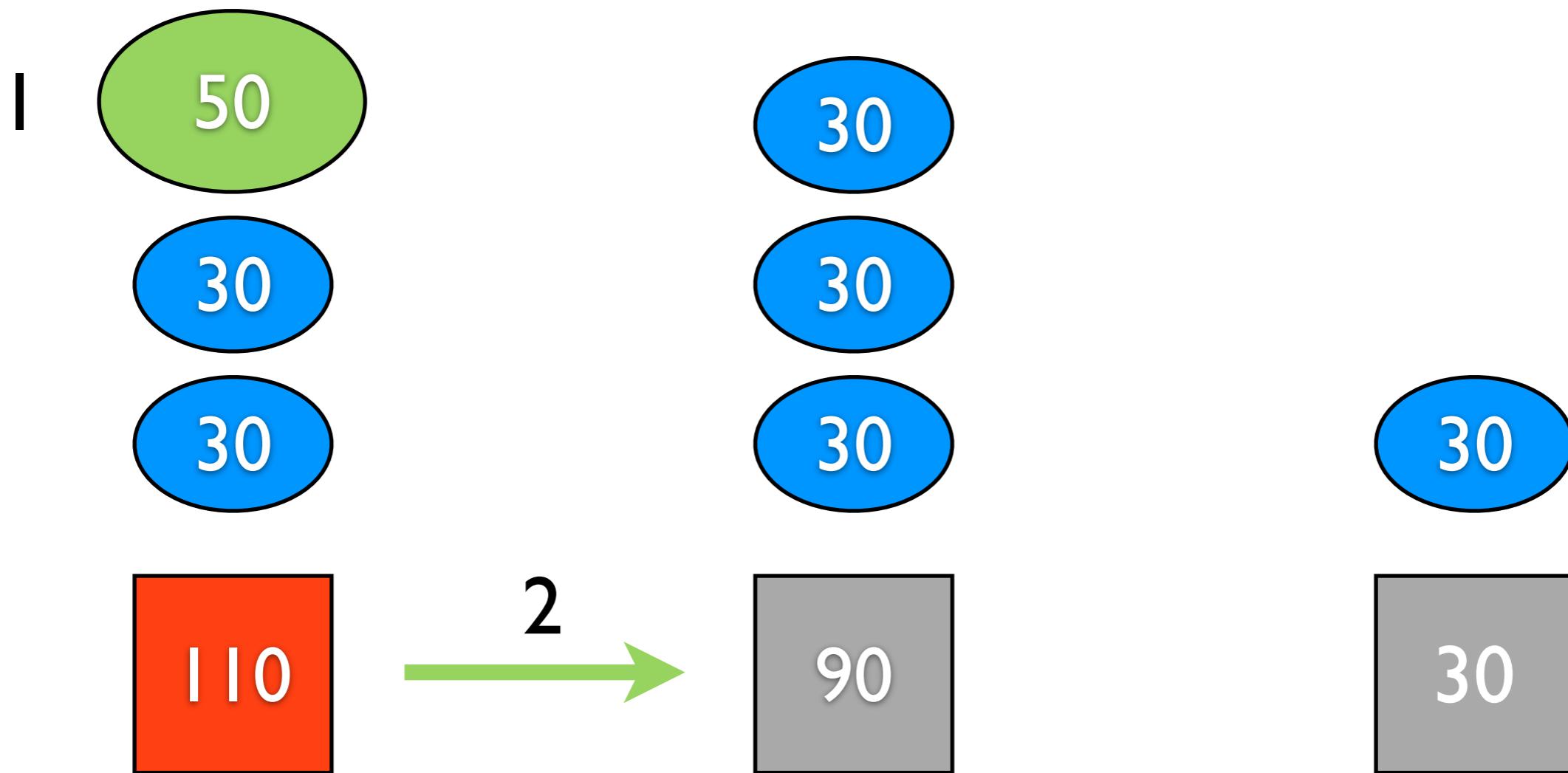
Event



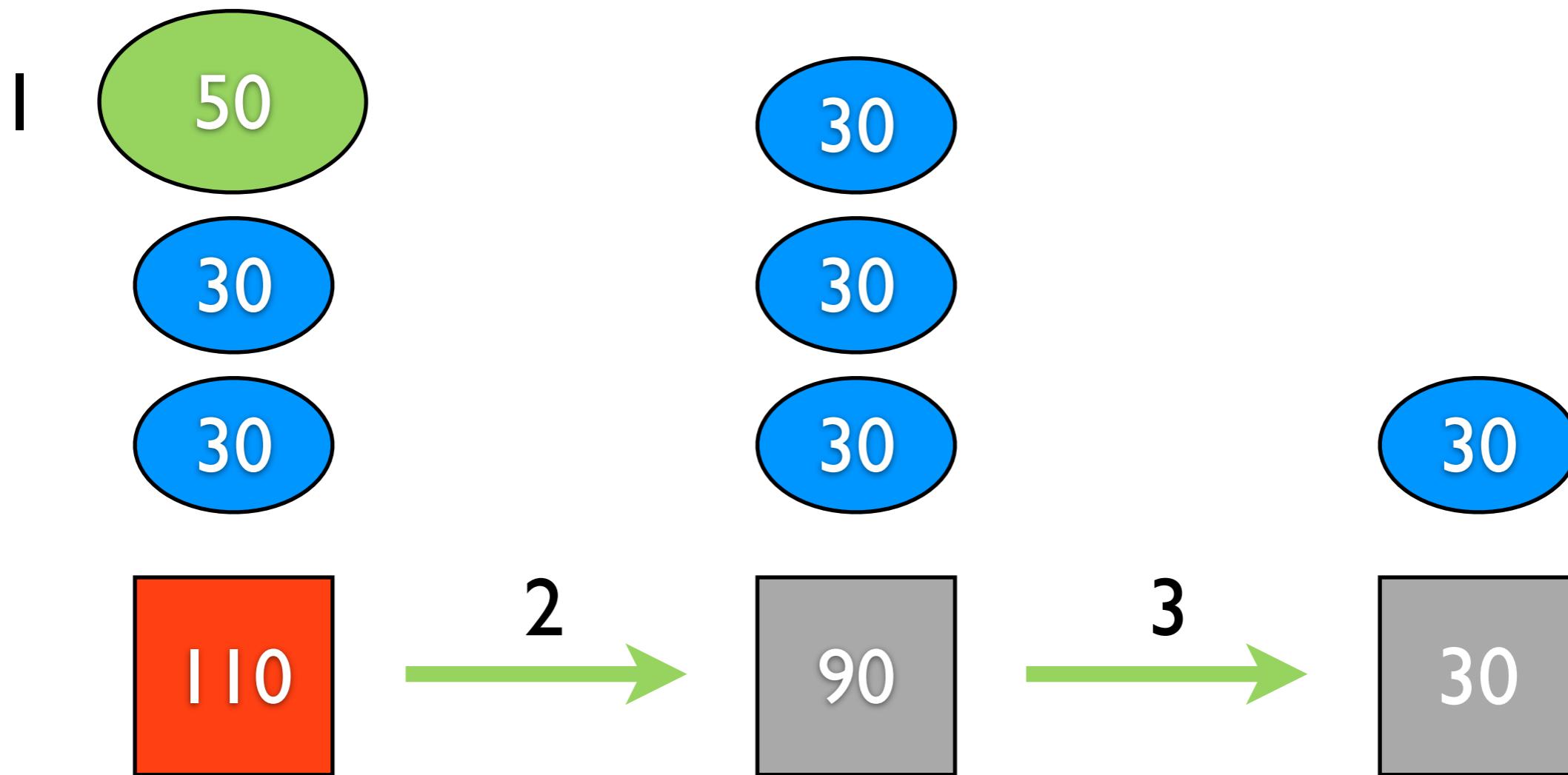
Example I: overloaded event



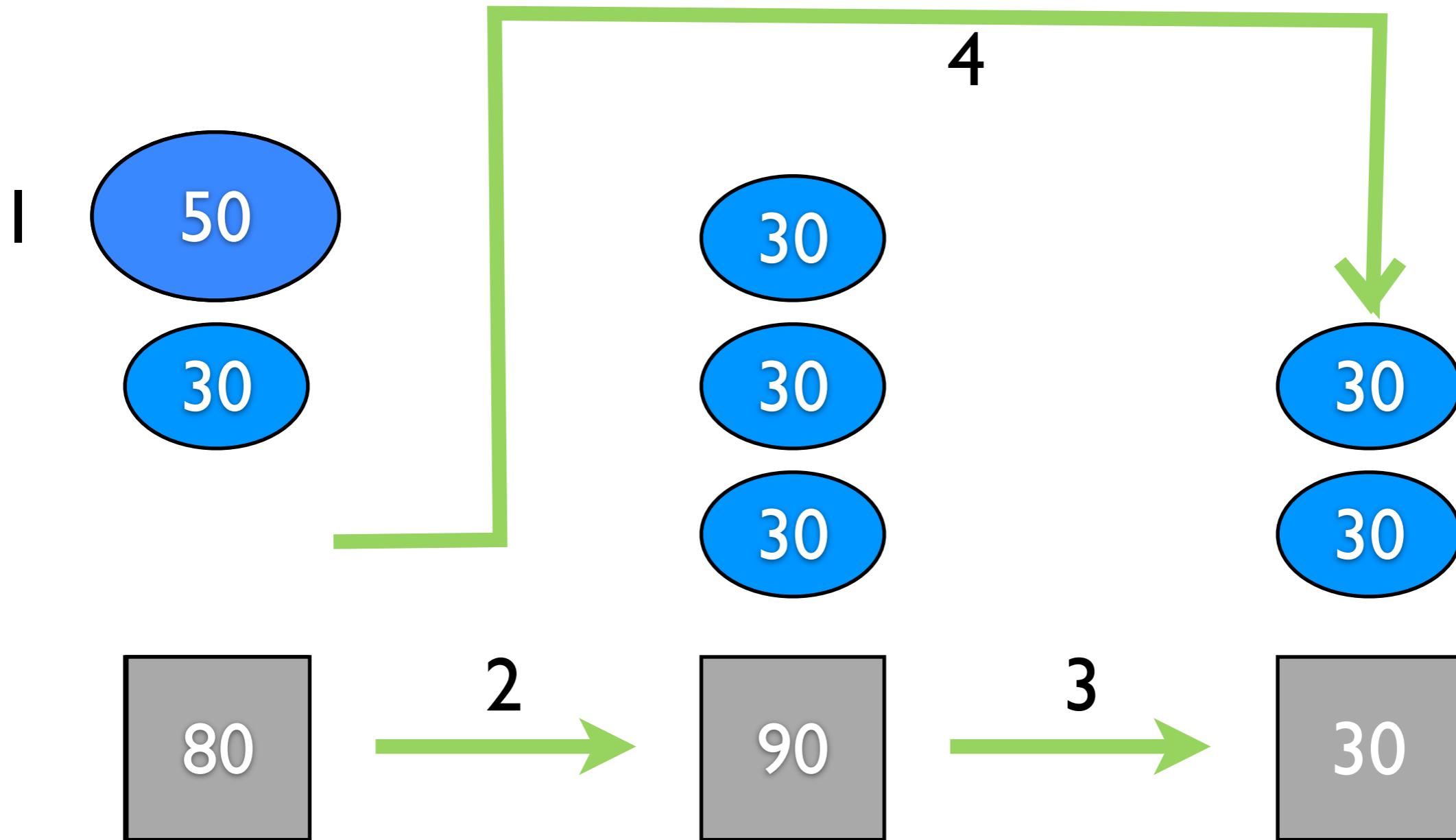
Example I: overloaded event



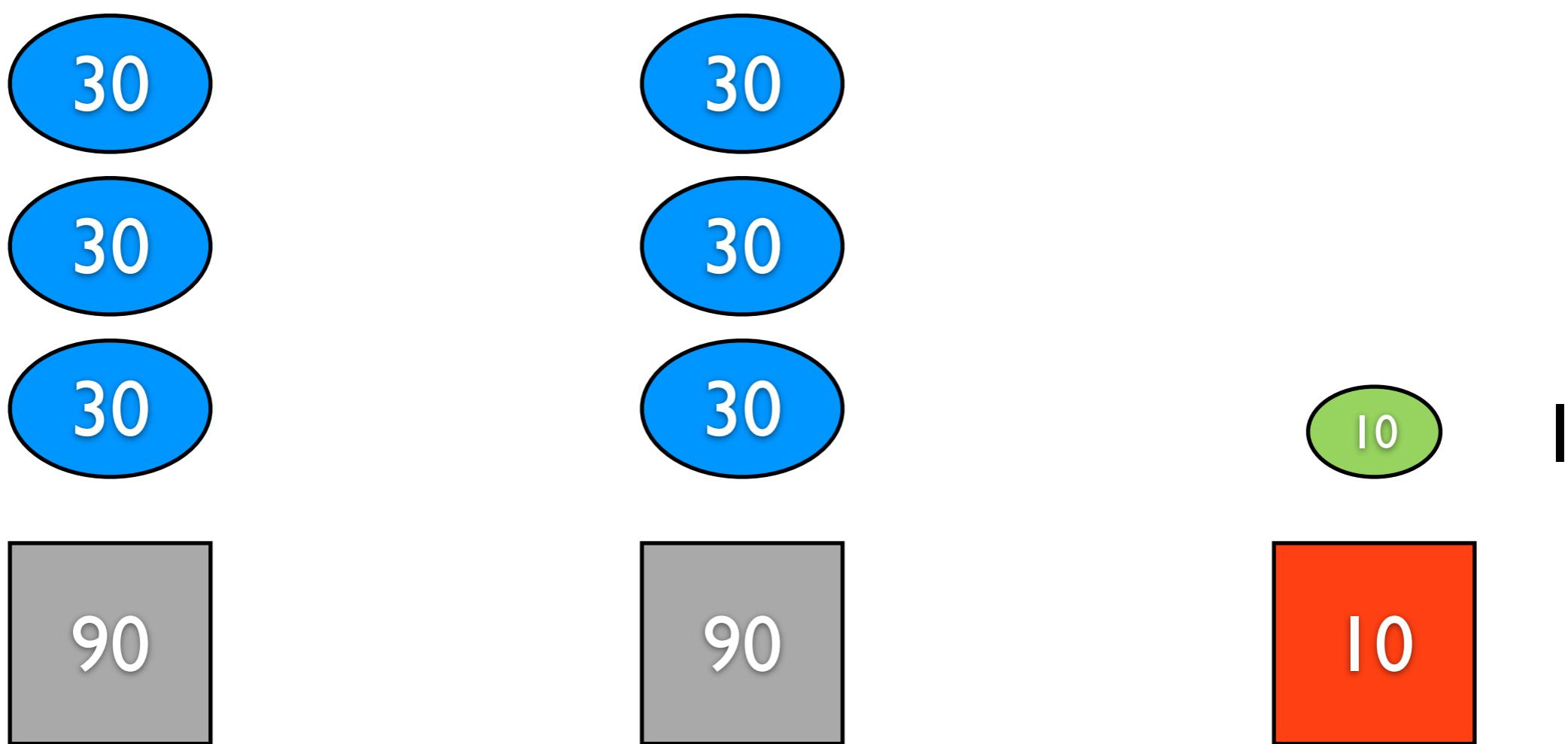
Example I: overloaded event



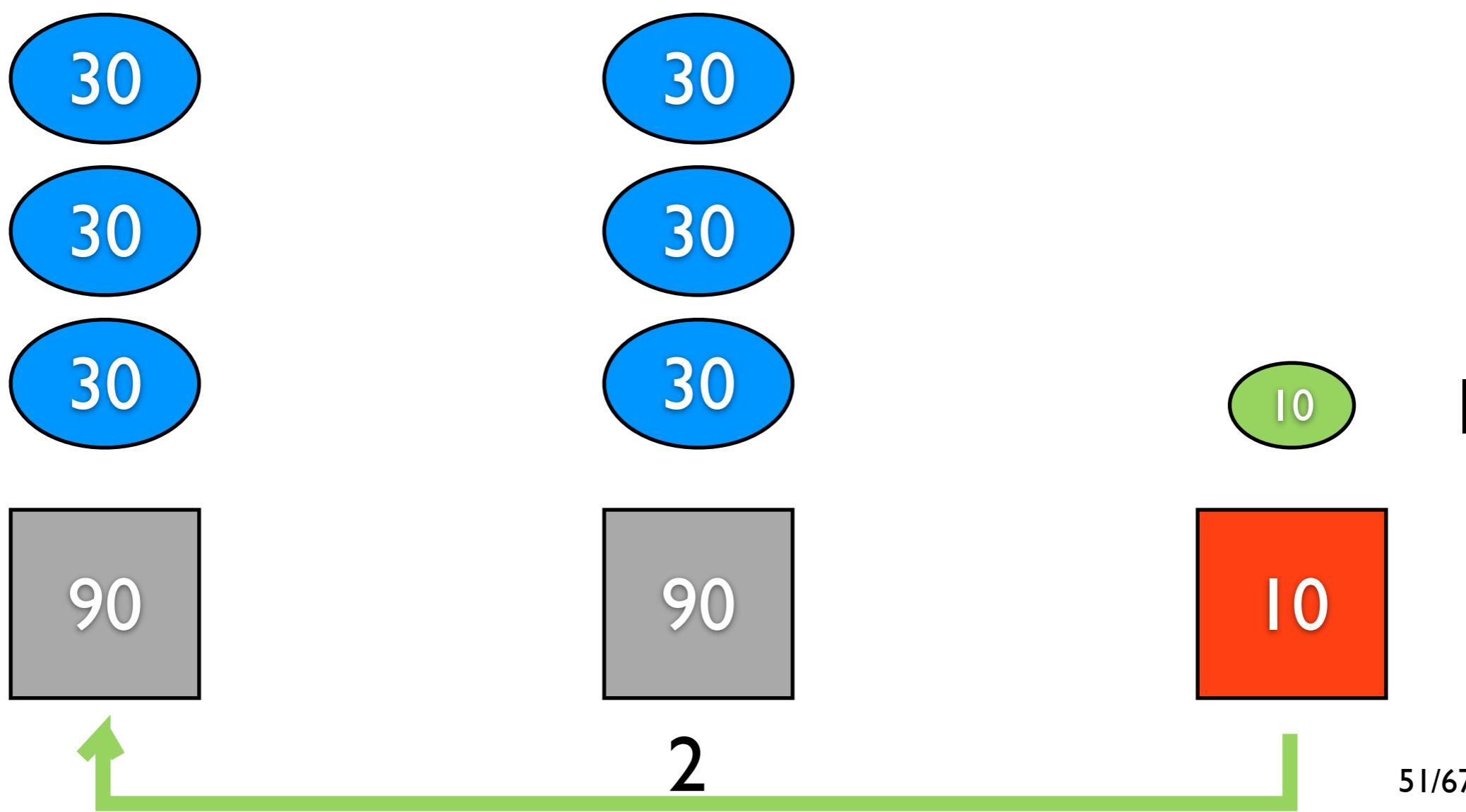
Example I: overloaded event



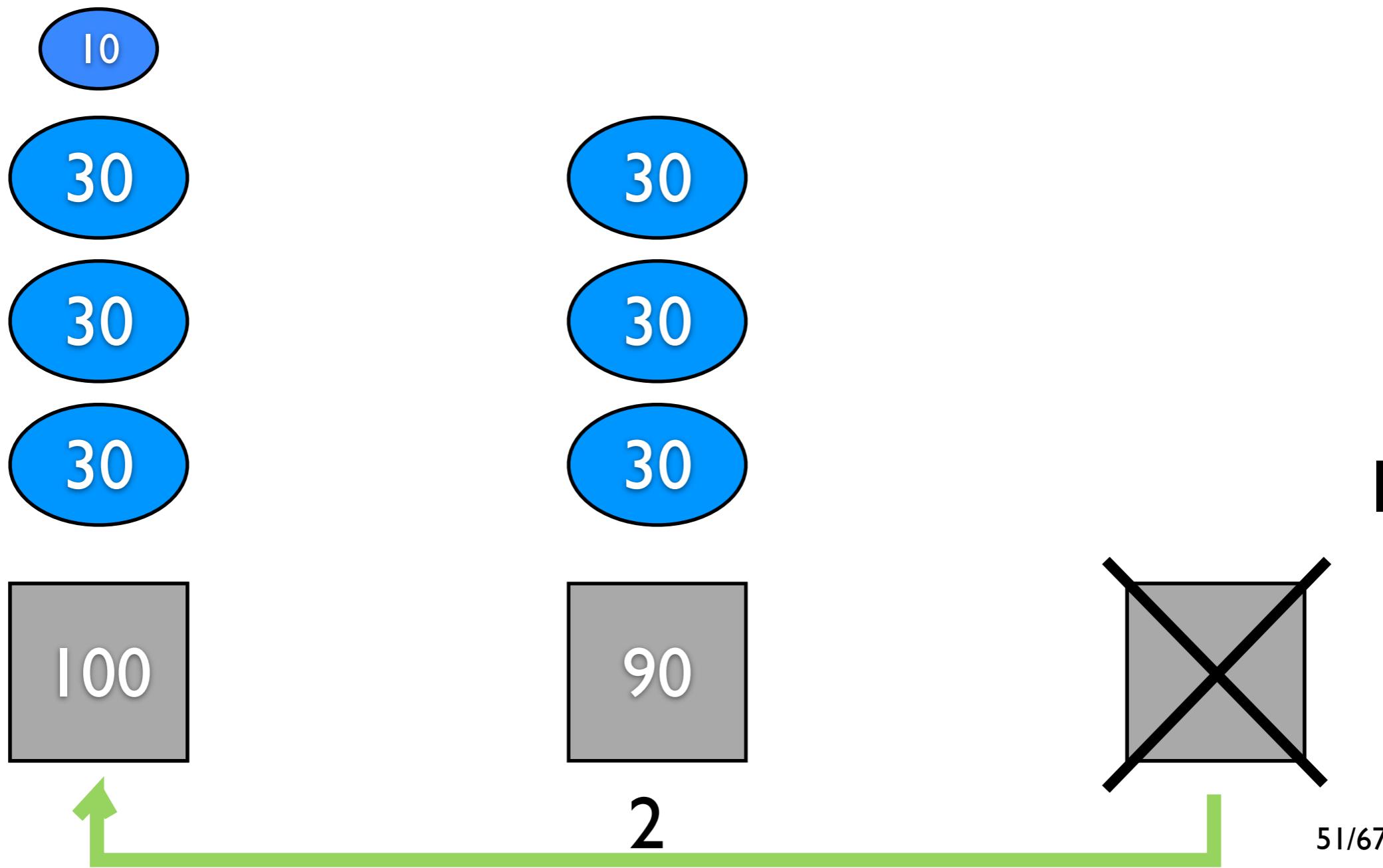
Example 2: underloaded event



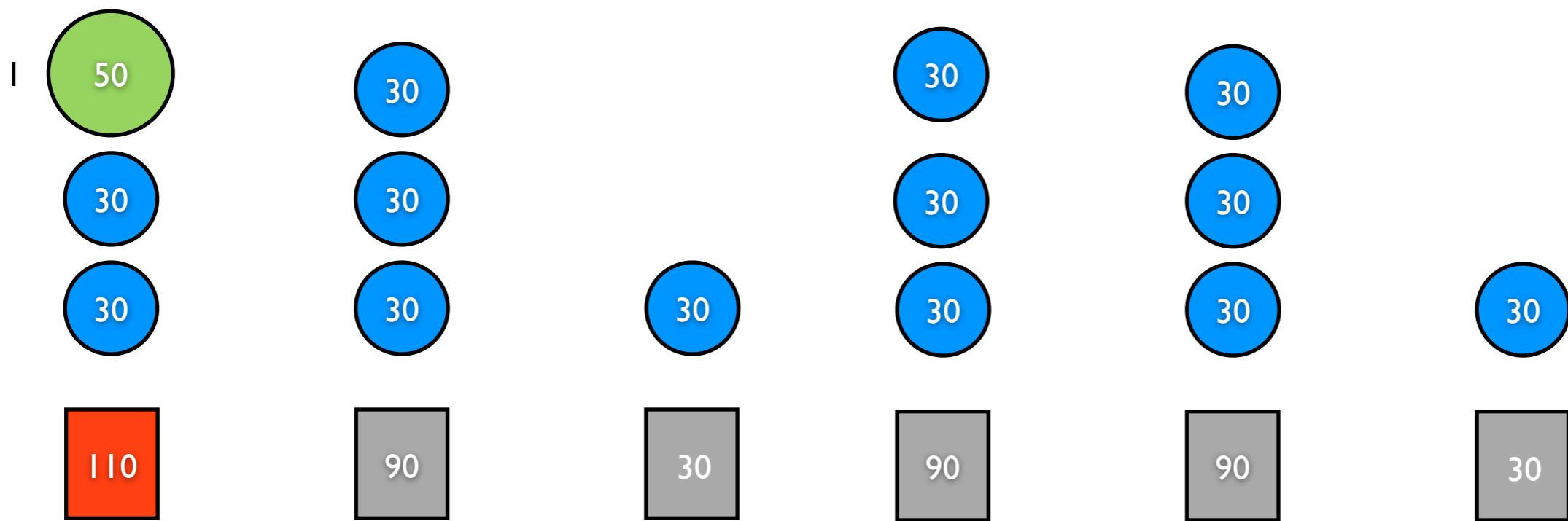
Example 2: underloaded event



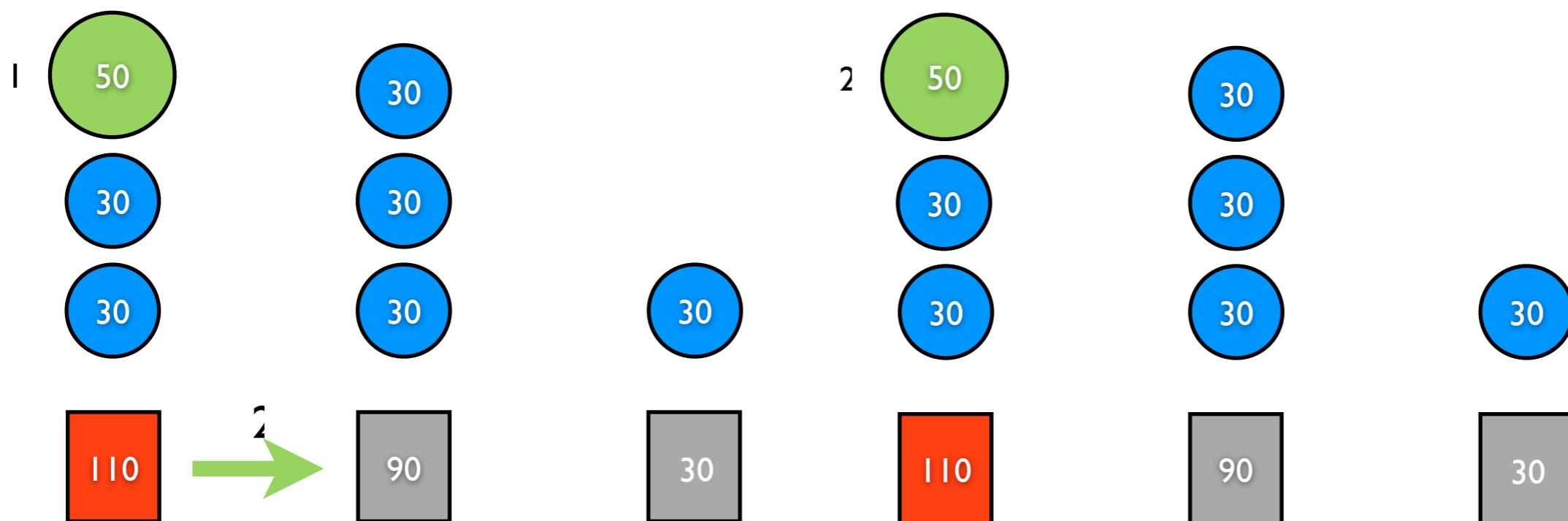
Example 2: underloaded event



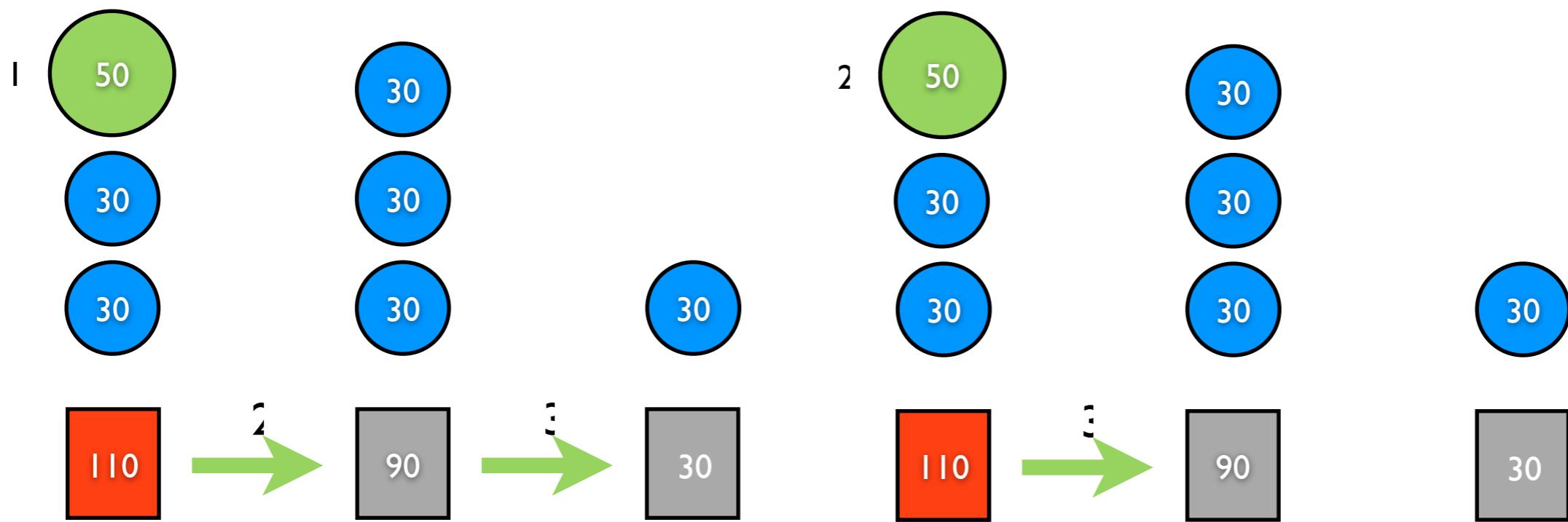
Example 3: shifted overloaded events



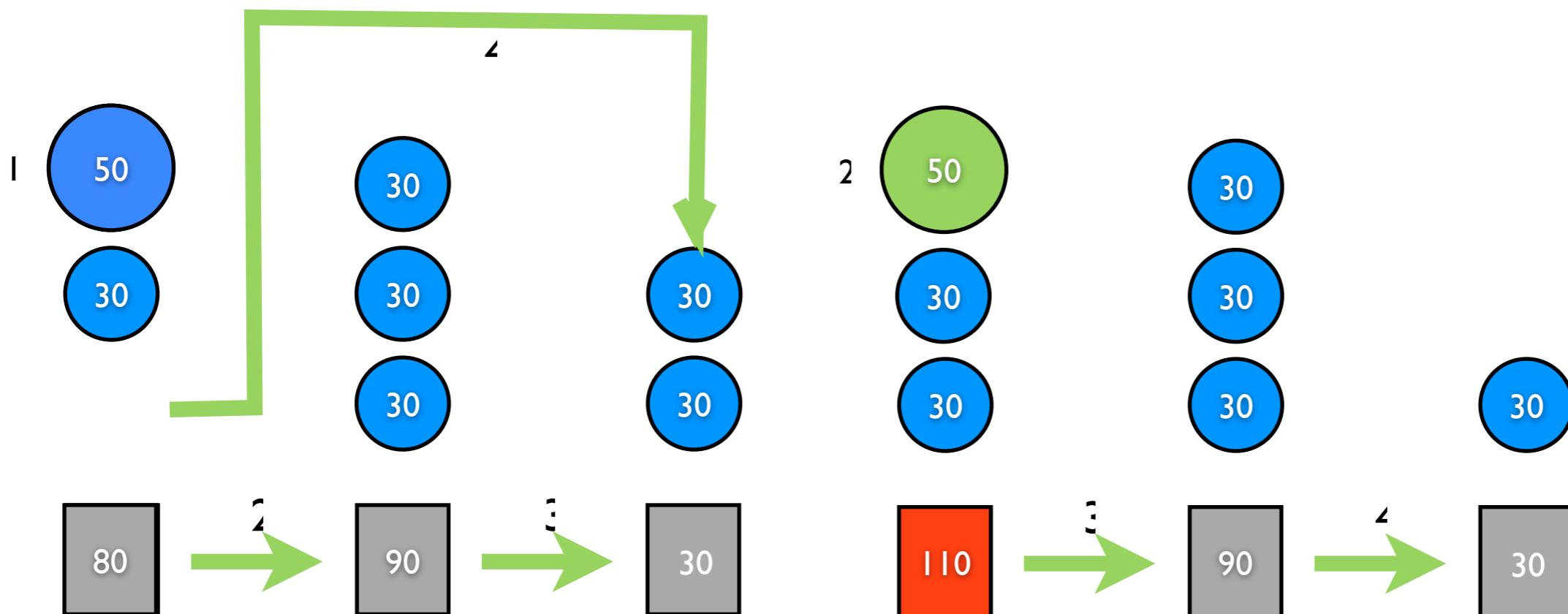
Example 3: shifted overloaded events



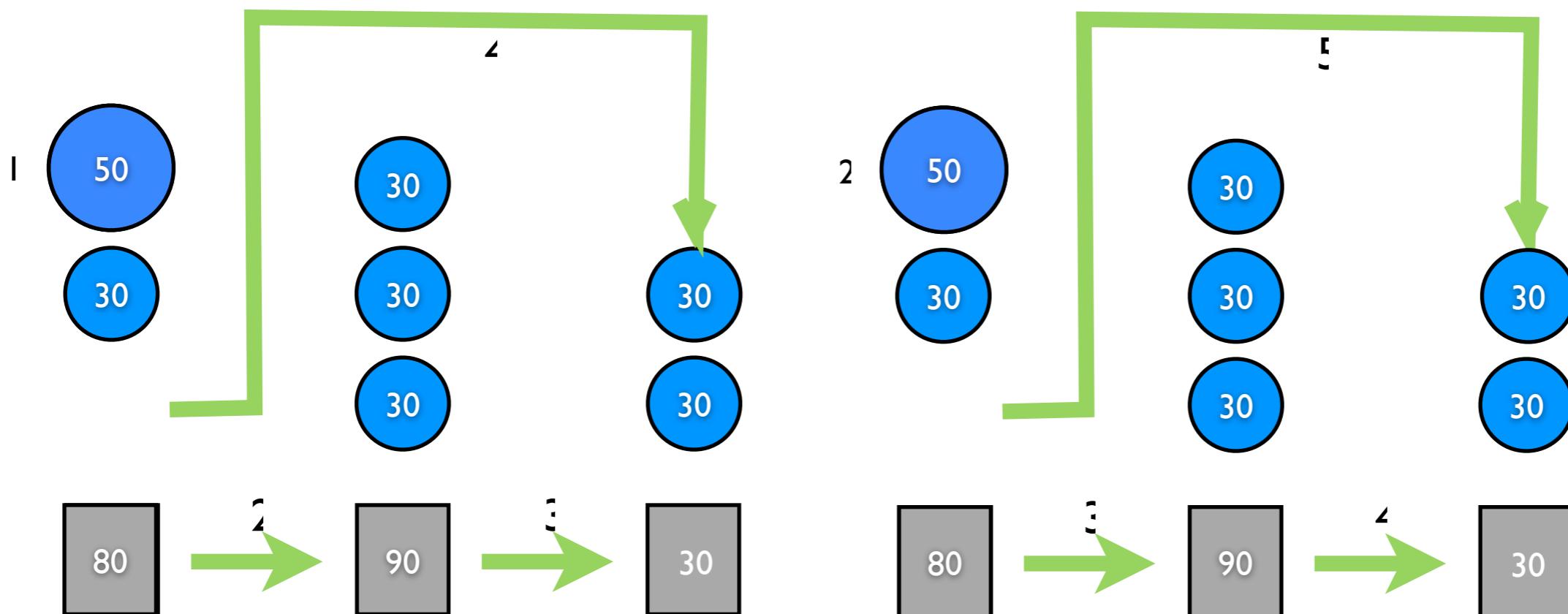
Example 3: shifted overloaded events



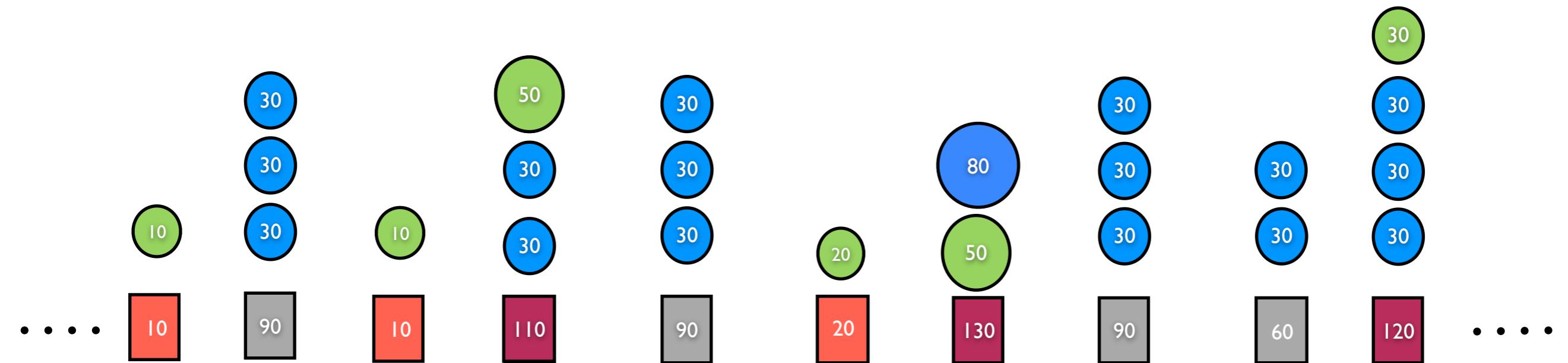
Example 3: shifted overloaded events



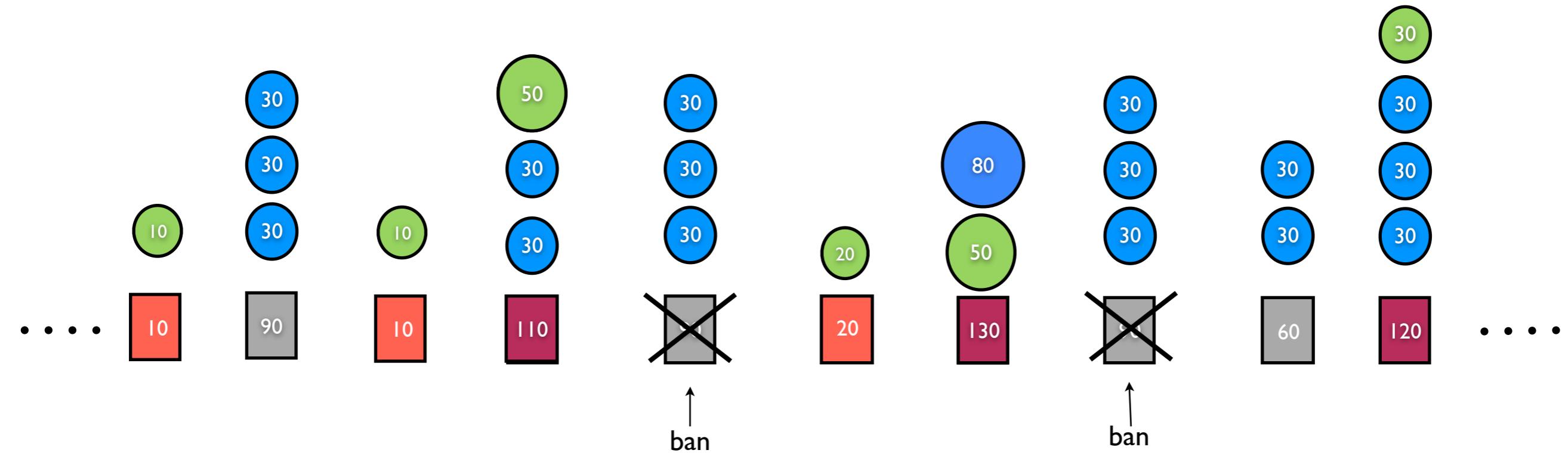
Example 3: shifted overloaded events



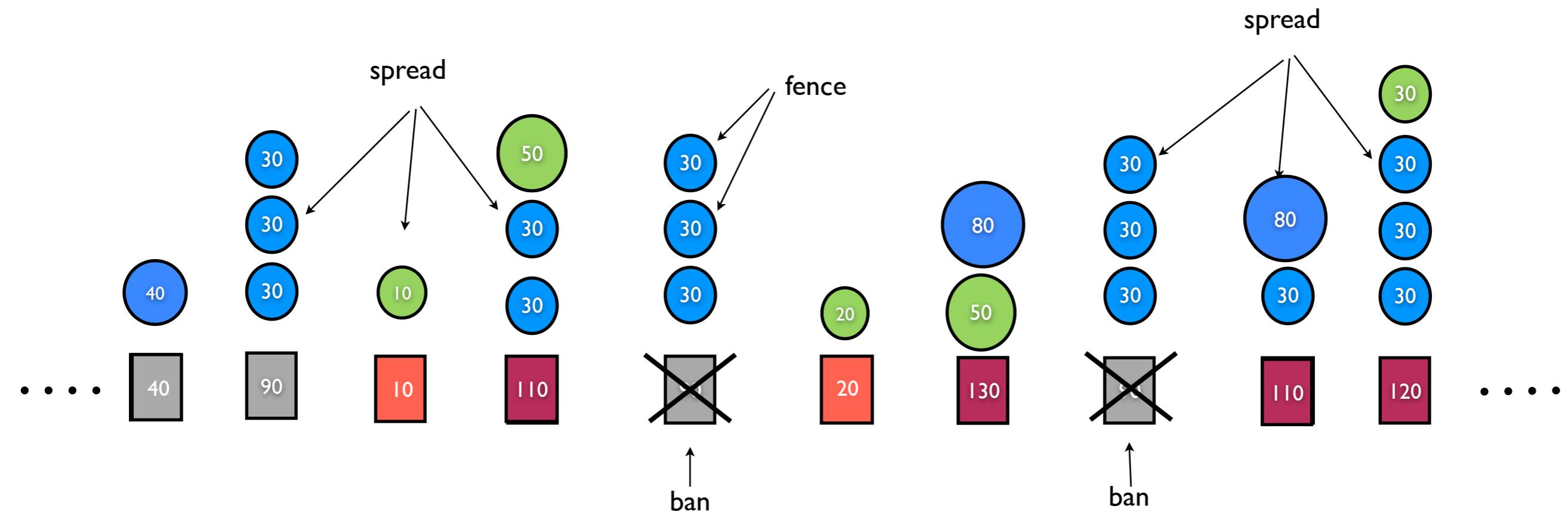
Example 4: your turn ?



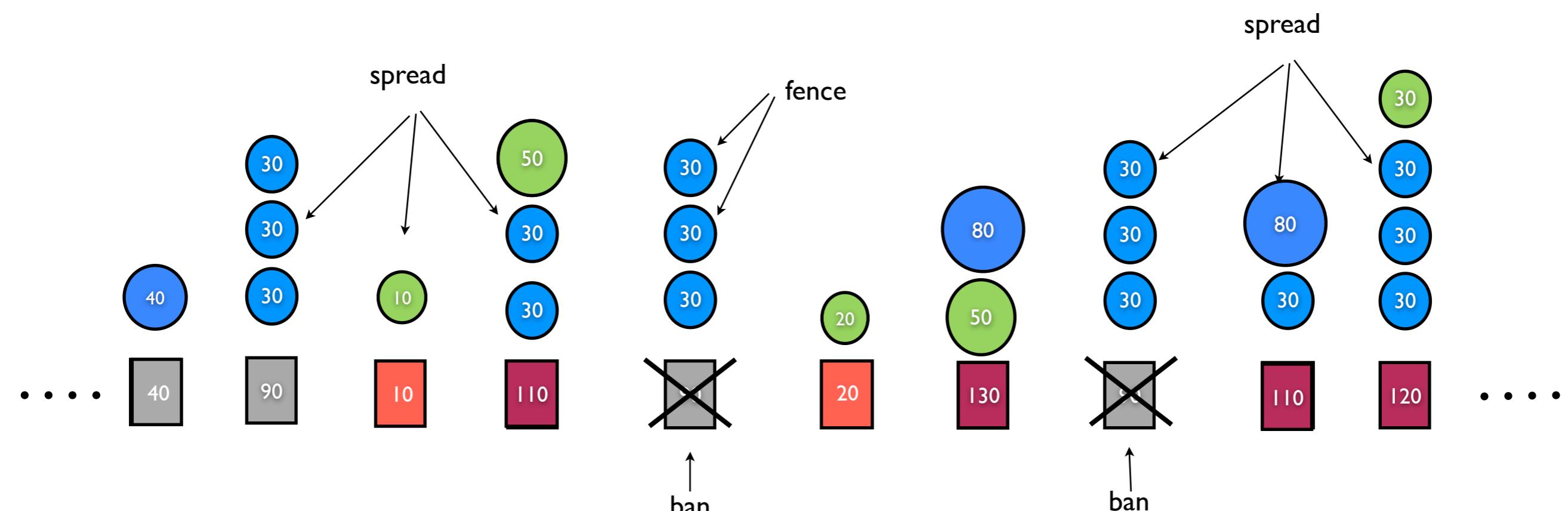
Example 4: your turn ?



Example 4: your turn ?



Example 4: your turn ?



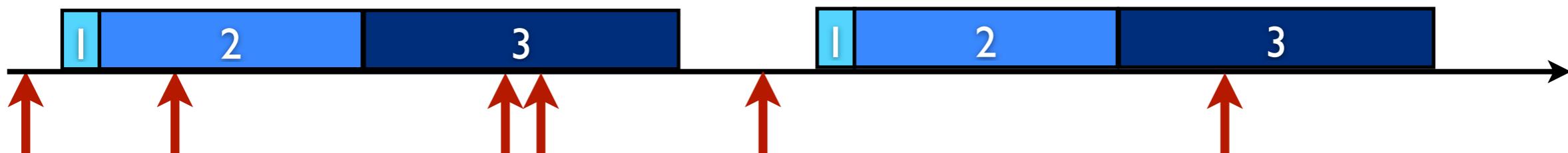
Only CPU is considered in this simple example



The LUC OS - VEs Scheduling

- POC (leveraging Entropy to solve non viable configuration)
- 100K VMs / 10K PMs (simulation using the SimGrid framework)
- Load injector

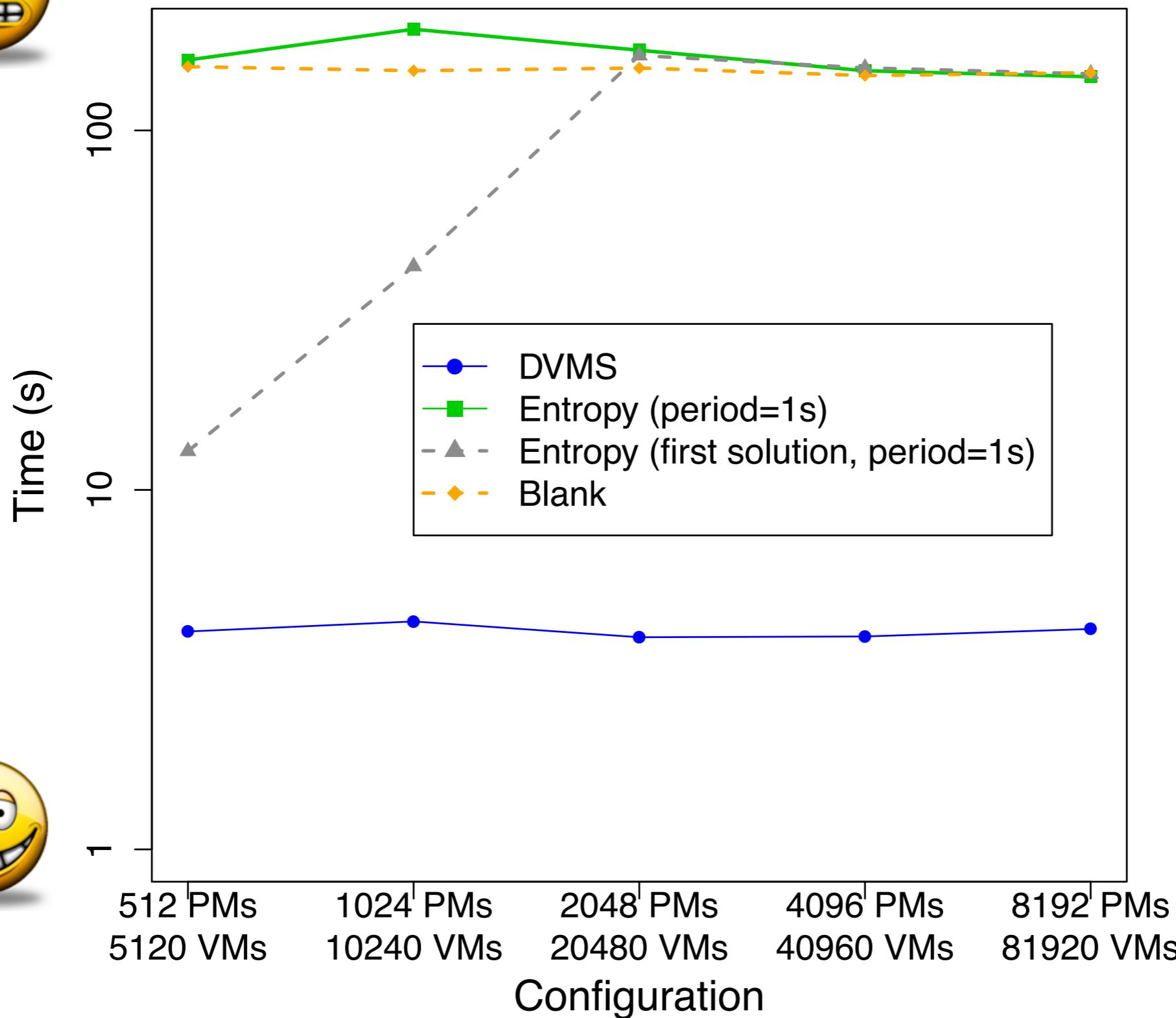
Events based on an Exponential law
 $(\lambda = \text{Nb VMs} / 300 \text{ sec})$



VM Load based on a Gaussian Law
 $(\mu = 70 / \sigma = 30)$

- Simulation confirmed through in vivo experiments (leveraging a JAVA POC and manipulating 10K VMs / 512 PMs on G5K)

Violation Time Per Node

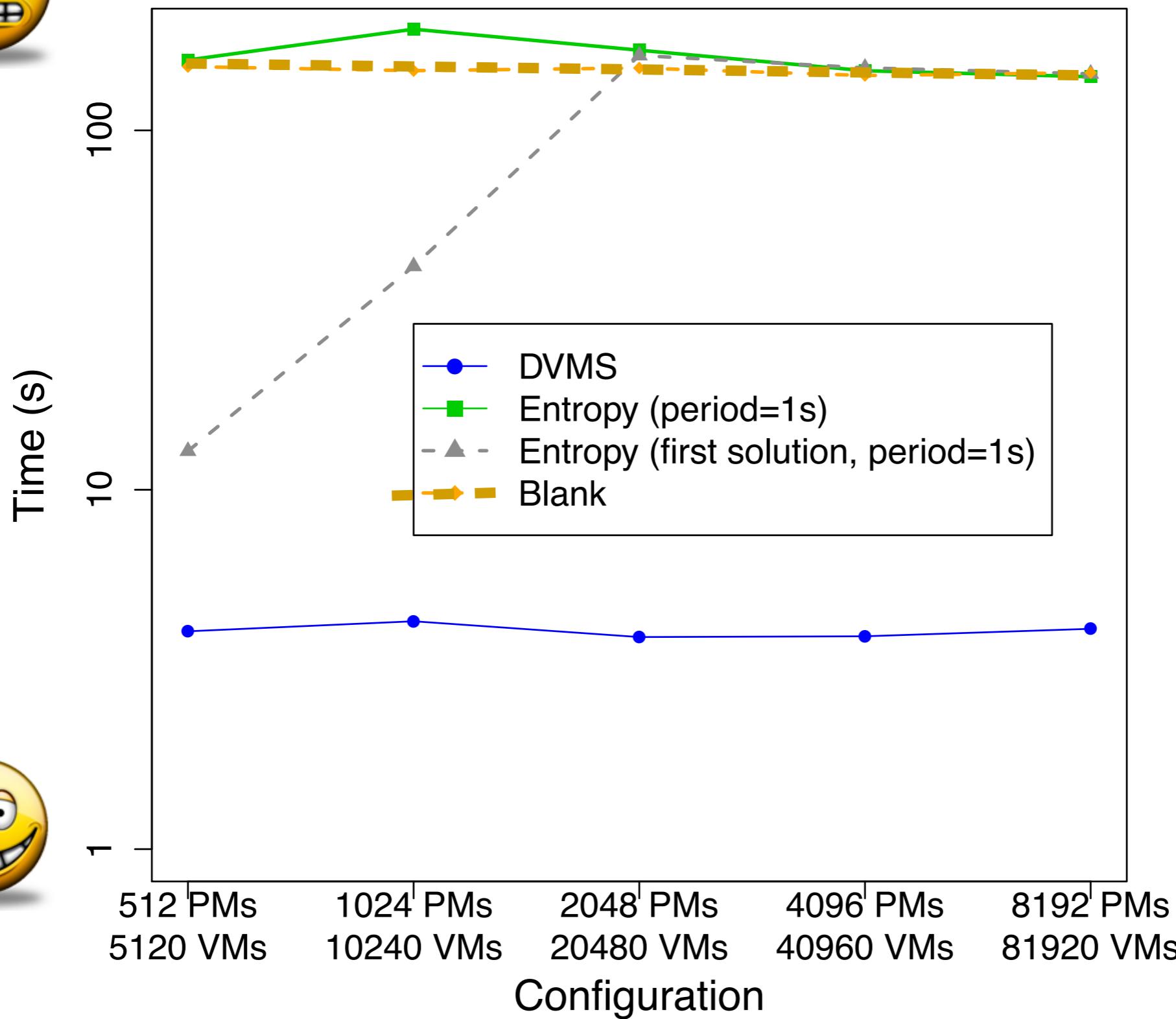


AVG Cluster Load
85 %

Simulation Time
3600 sec



Violation Time Per Node

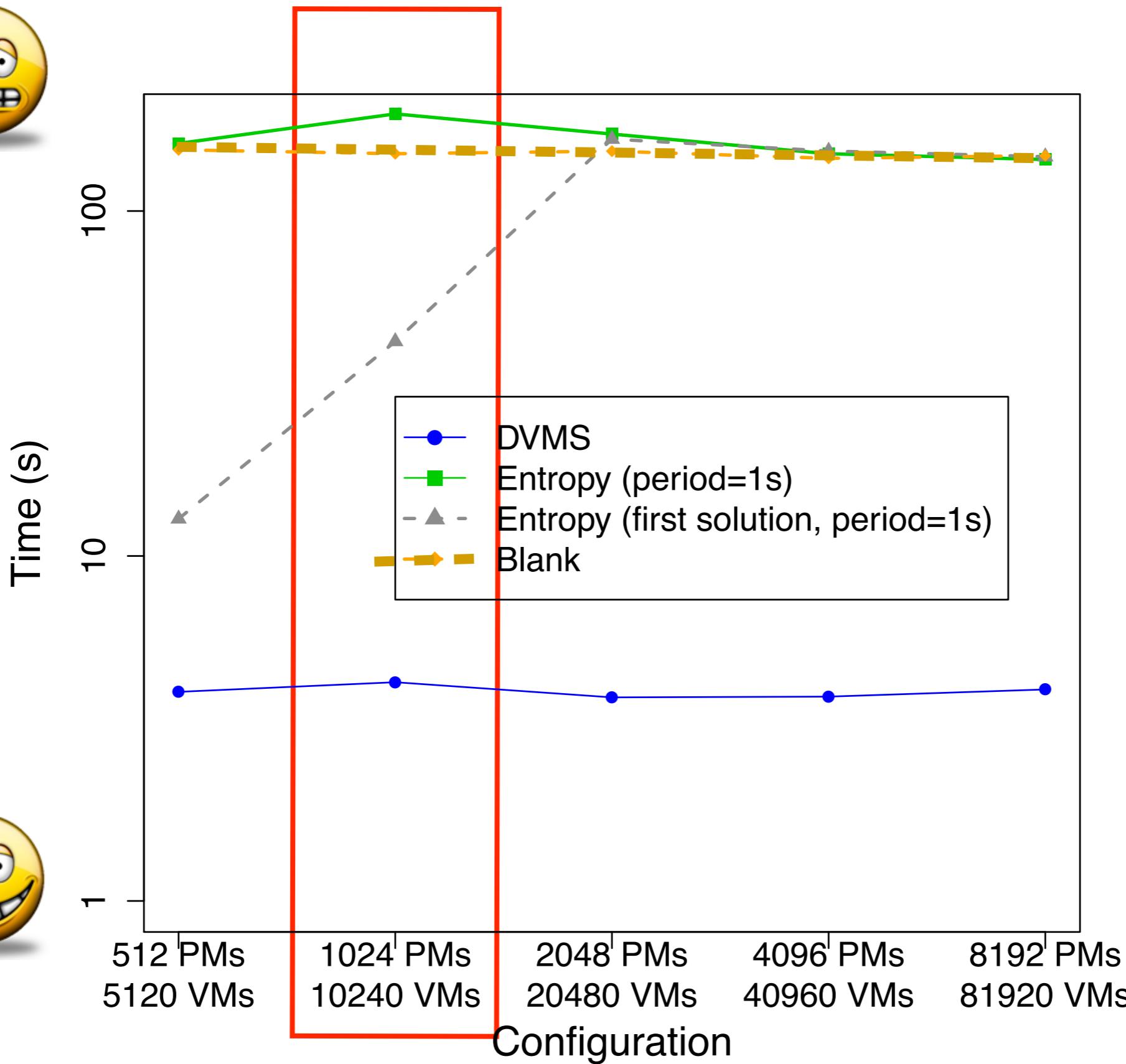


AVG Cluster Load
85 %

Simulation Time
3600 sec



Violation Time Per Node



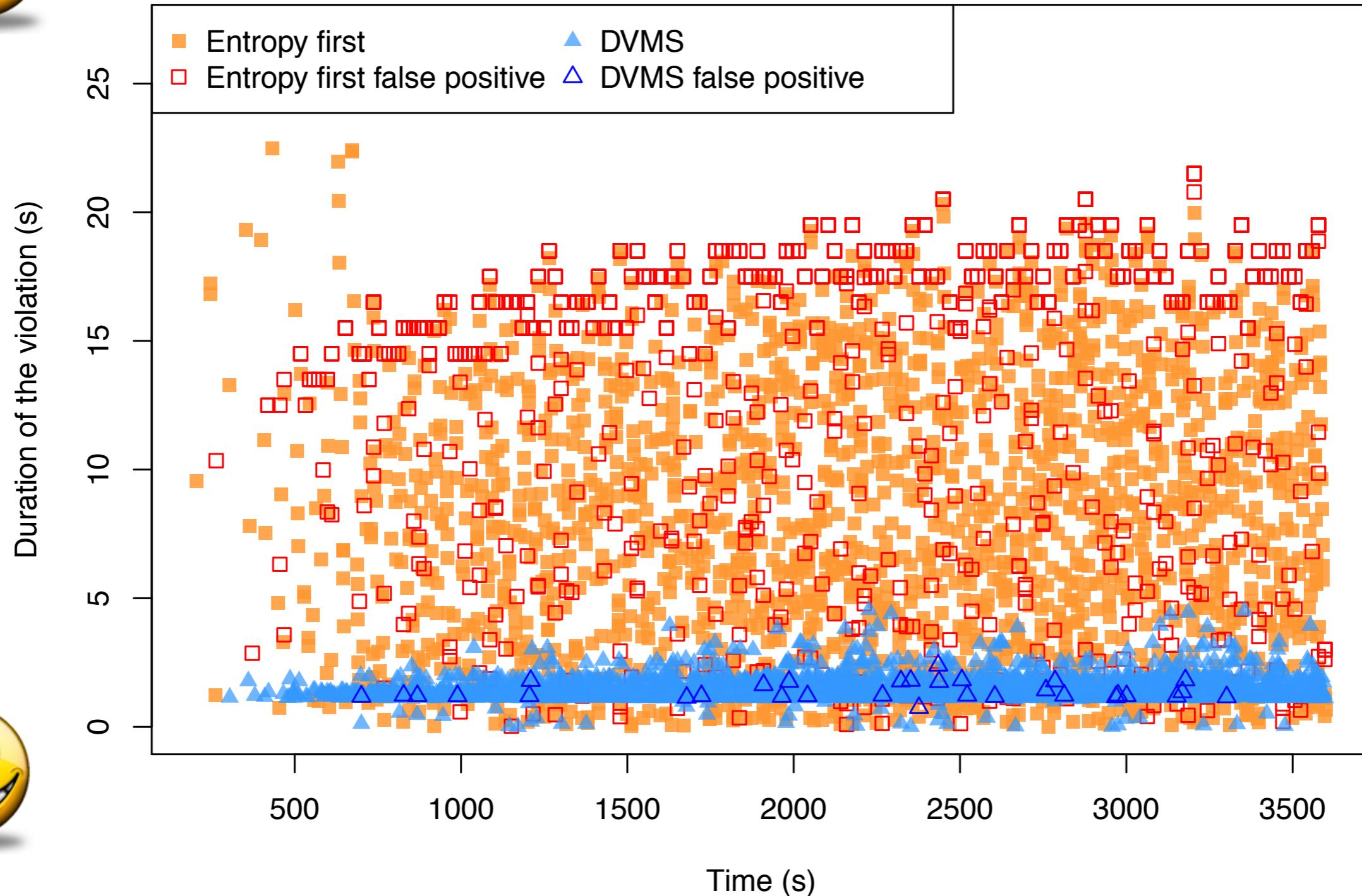
AVG Cluster Load
85 %
Simulation Time
3600 sec



SimGrid PJTDUMP - Devil is in details

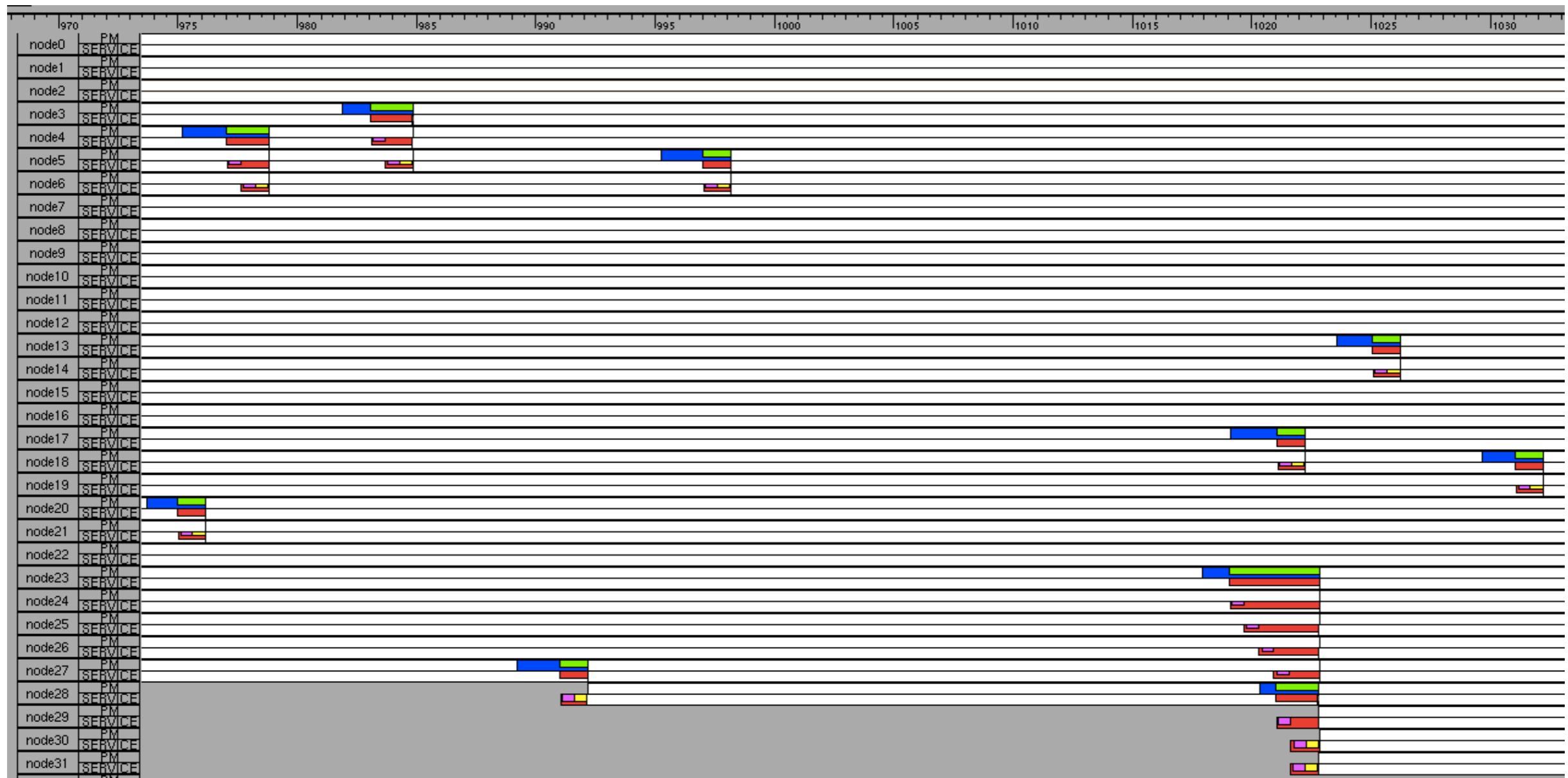


10240 VMs / 1024 Nodes



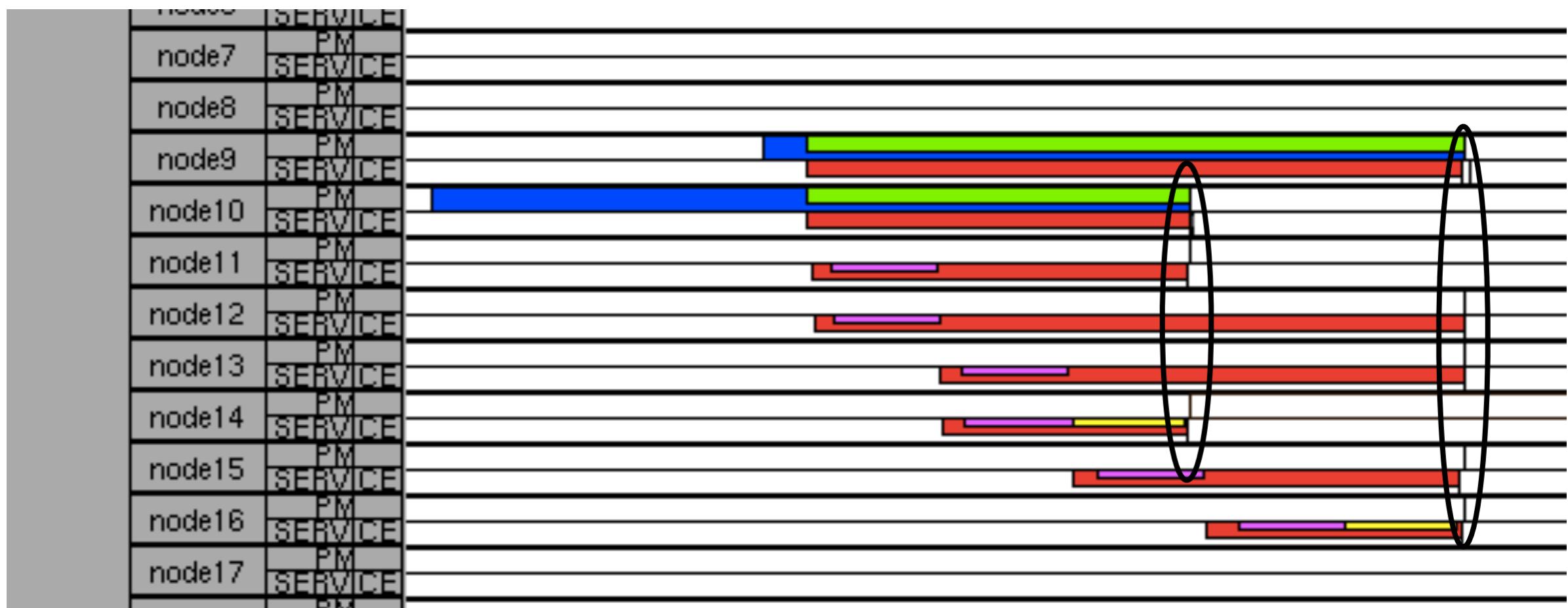
The LUC OS - VEs Scheduling

- Devil is in details
- Paje Traces (collecting during the SimGrid simulation)



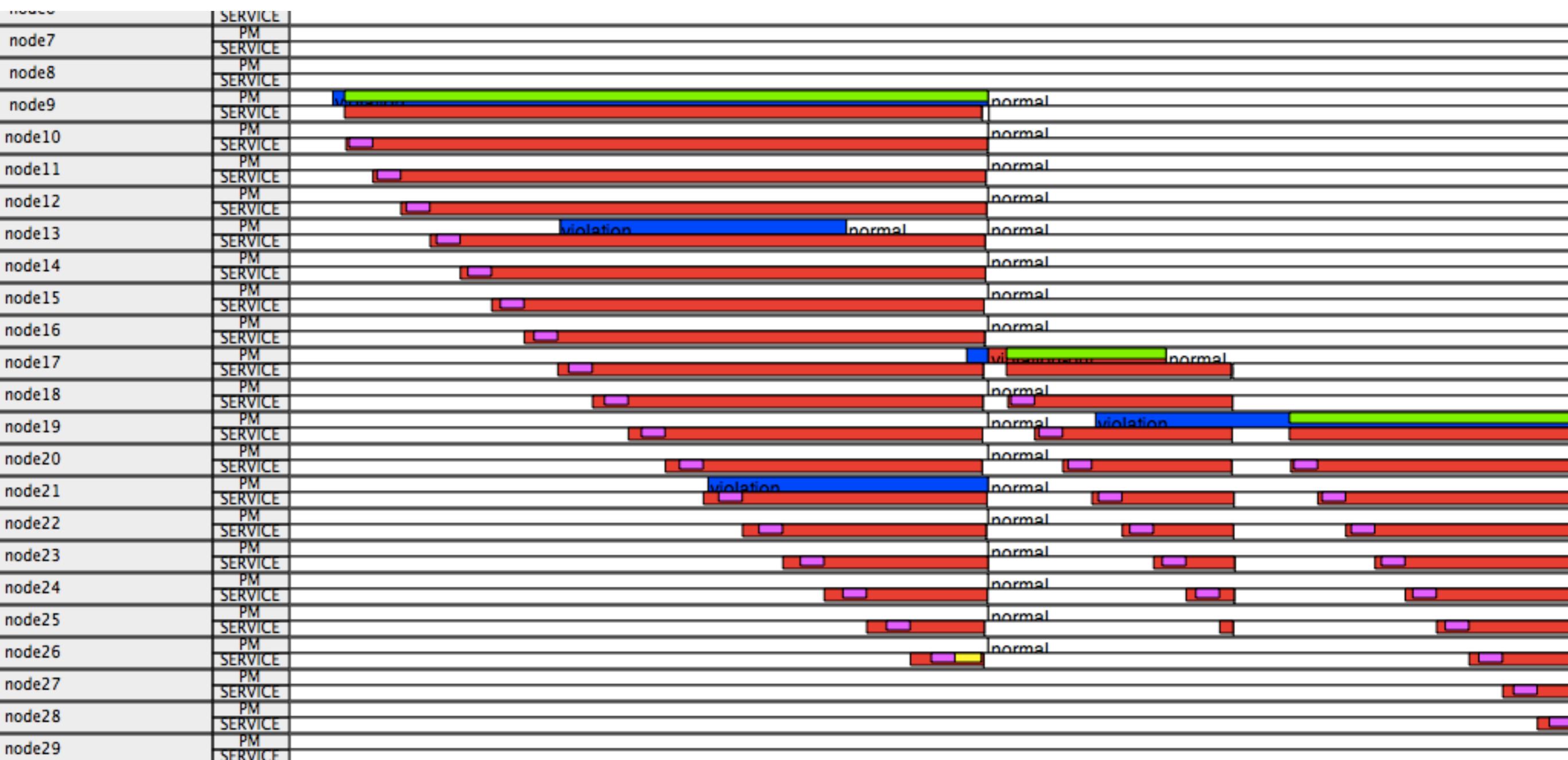
The LUC OS - VEs Scheduling

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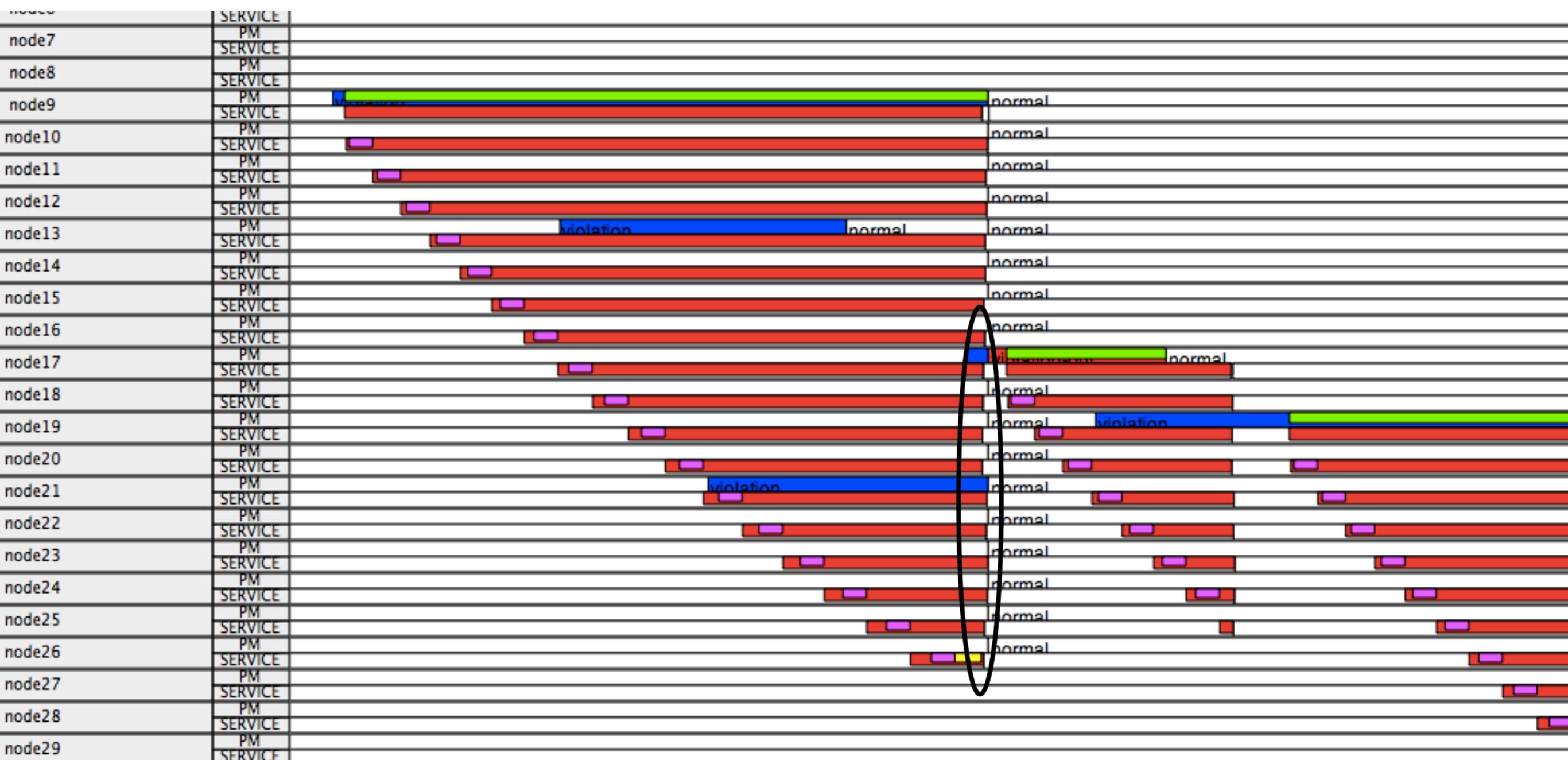
The LUC OS - VEs Scheduling

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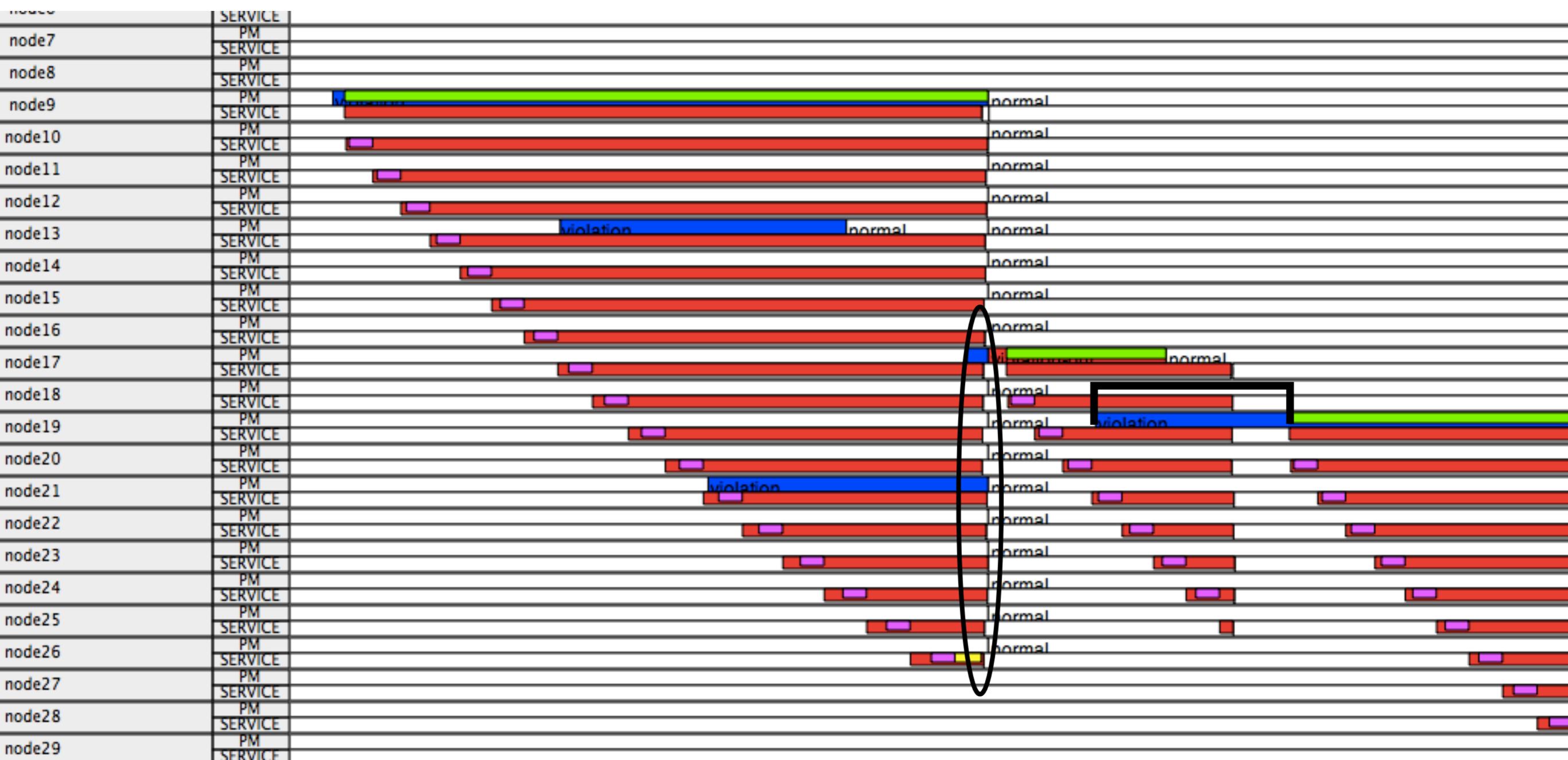
The LUC OS - VEs Scheduling

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The LUC OS - VEs Scheduling

- Devil is in details
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The LUC OS - DVMS as a first LRT

- DIStributed and COoperative approach to schedule VEs

Reactivity/scalability

Scheduling started when an event is generated

Few nodes considered for scheduling
⇒ much faster computation

Parallelism

Several events can be processed simultaneously/independently

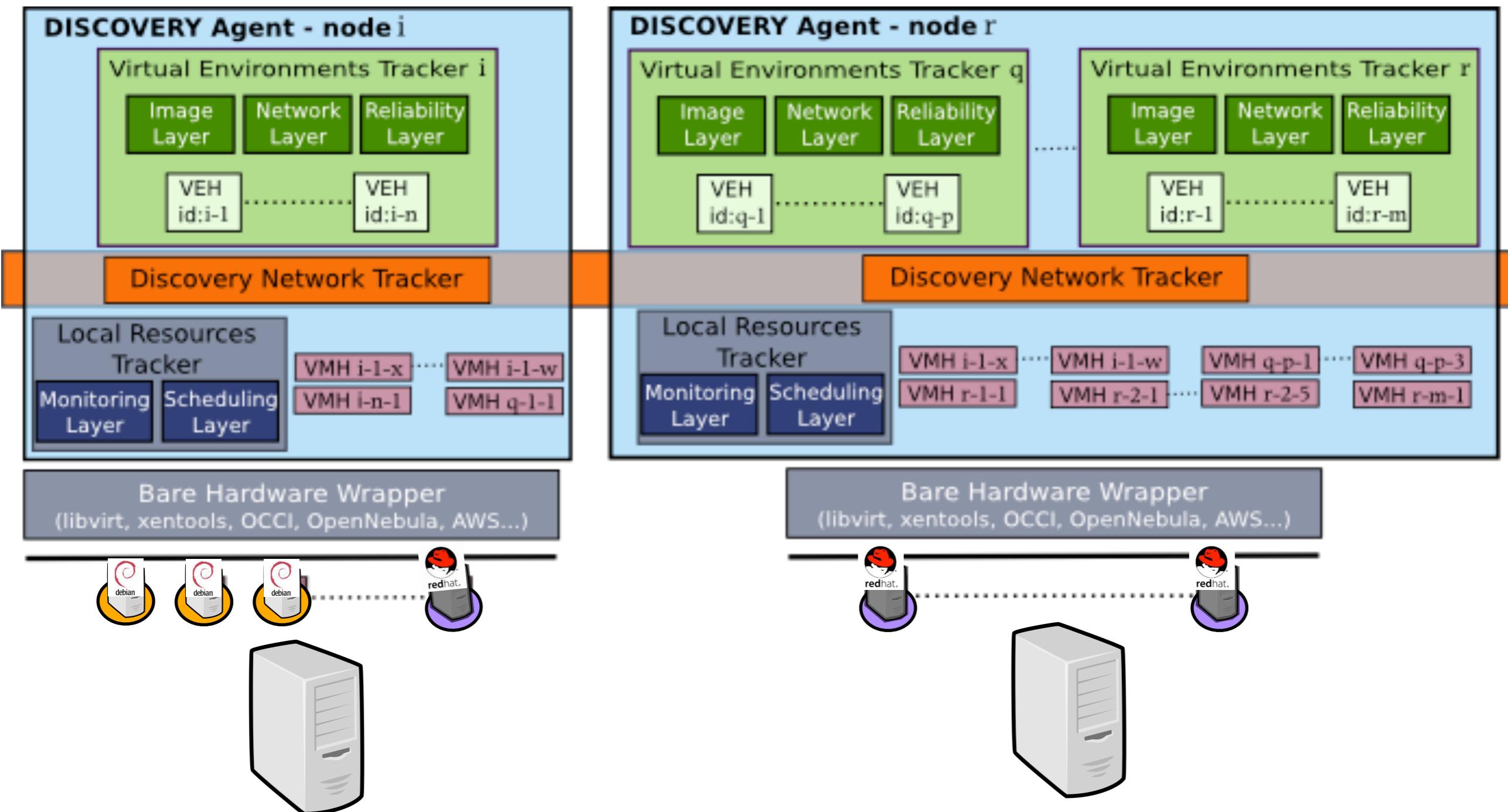
Published in [CCPE'12, ISPA'13]

A POC in JAVA (however no more maintained)

A new implementation based on SCALA/Akka

Discovery Internals in a Nutshell

Understanding the DISCOVERY Agent



DISCOVERY - Basic Usage



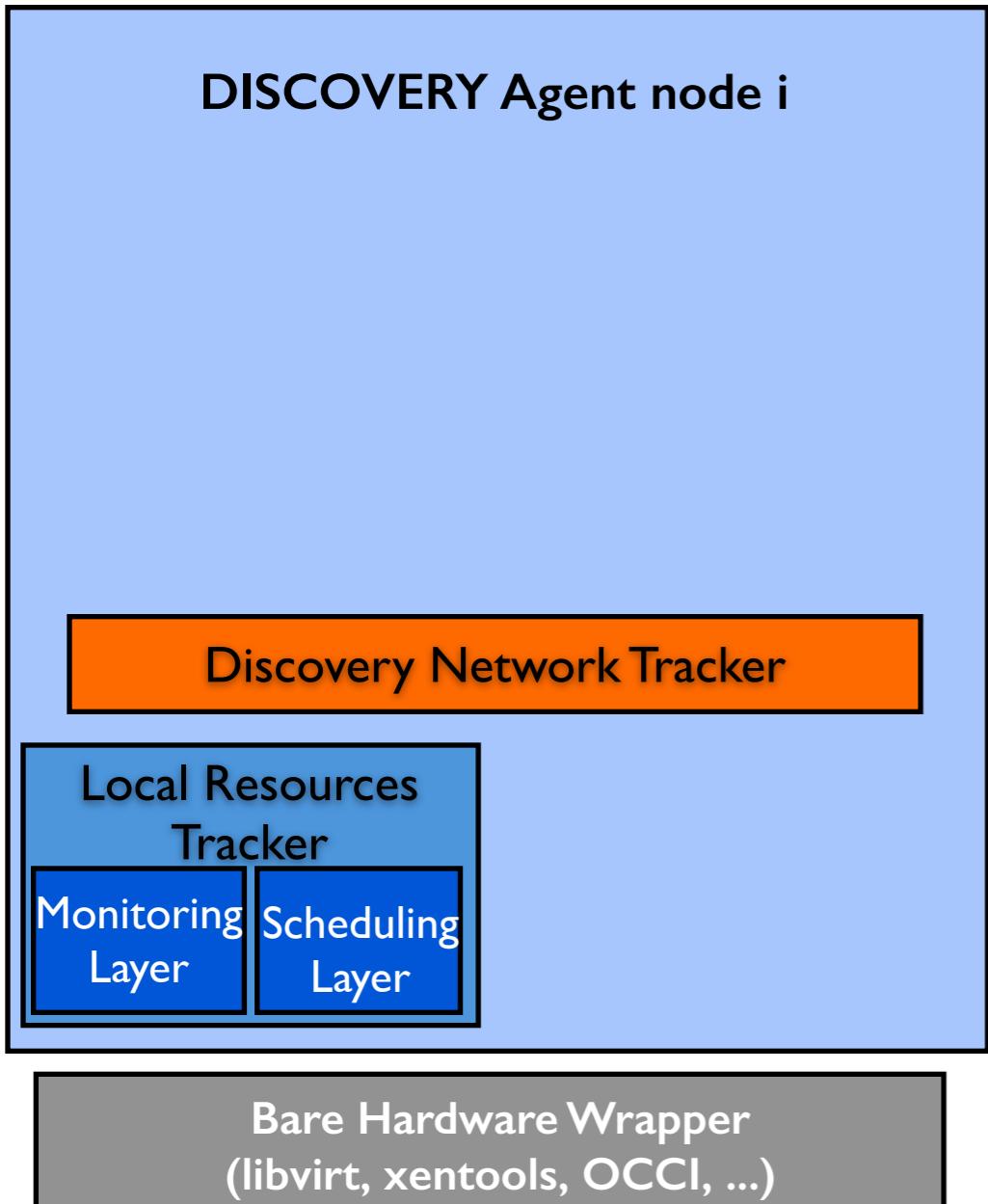
DISCOVERY - Basic Usage

DISCOVERY Agent node i

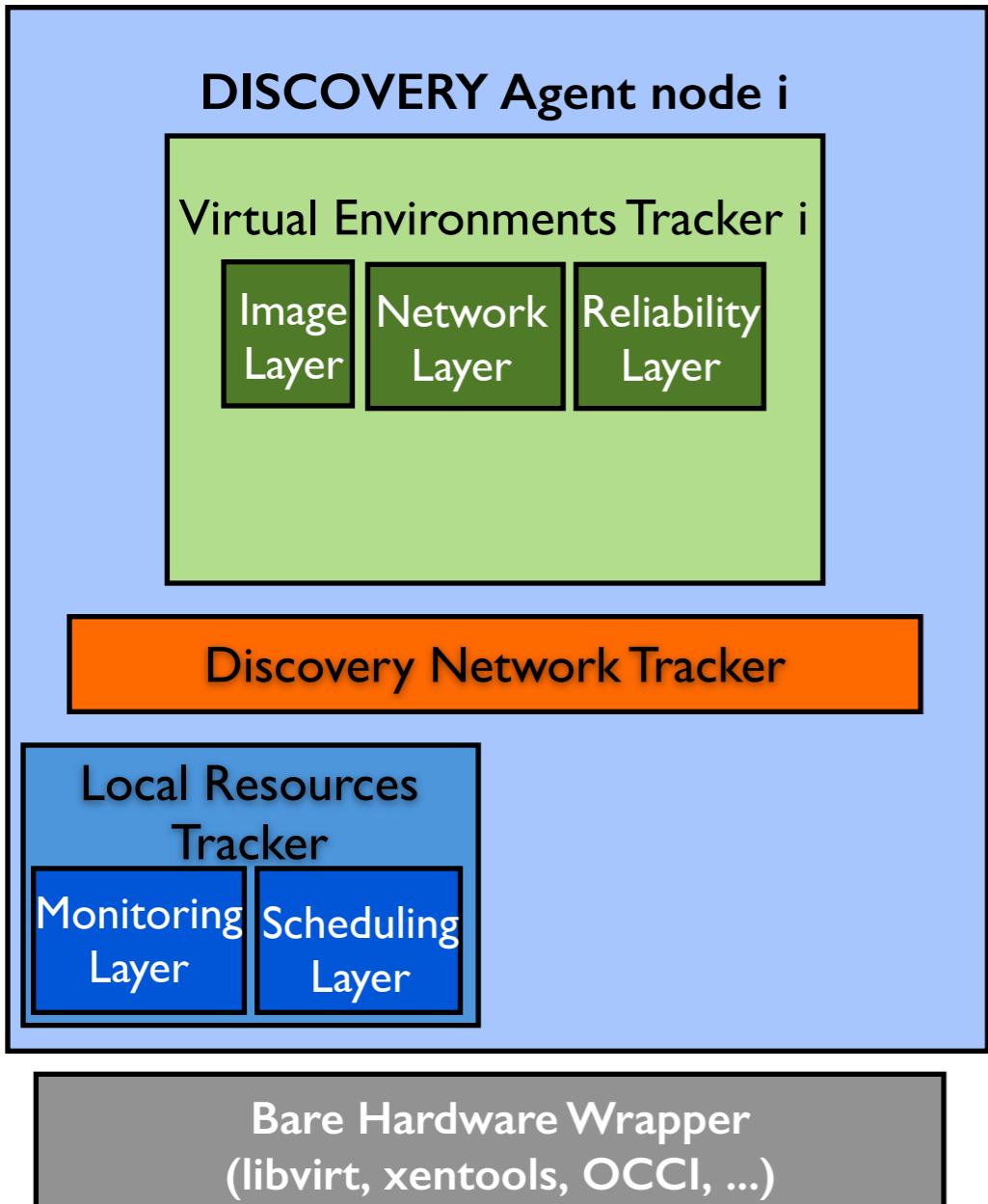
Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)



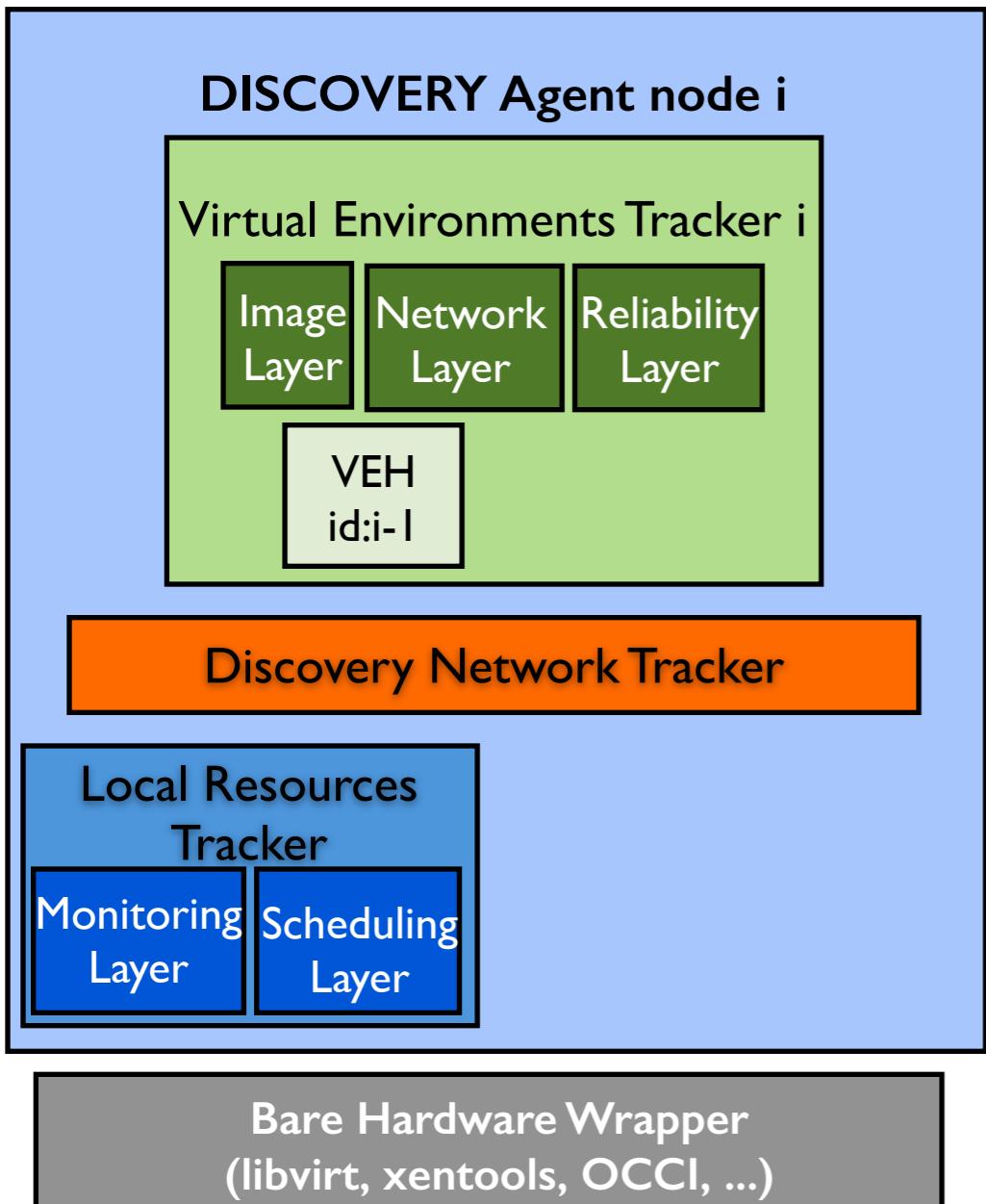
DISCOVERY - Basic Usage



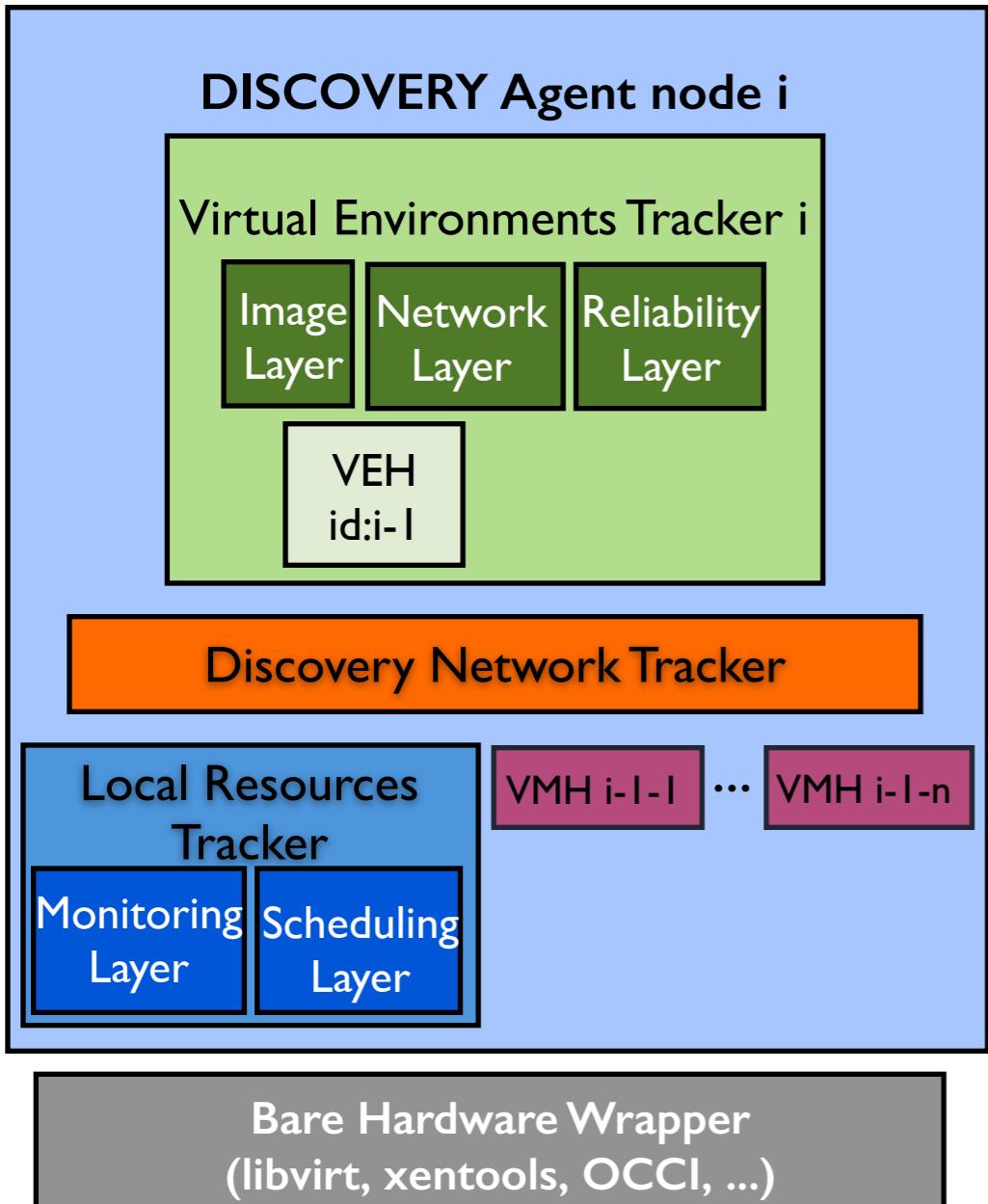
DISCOVERY - Basic Usage



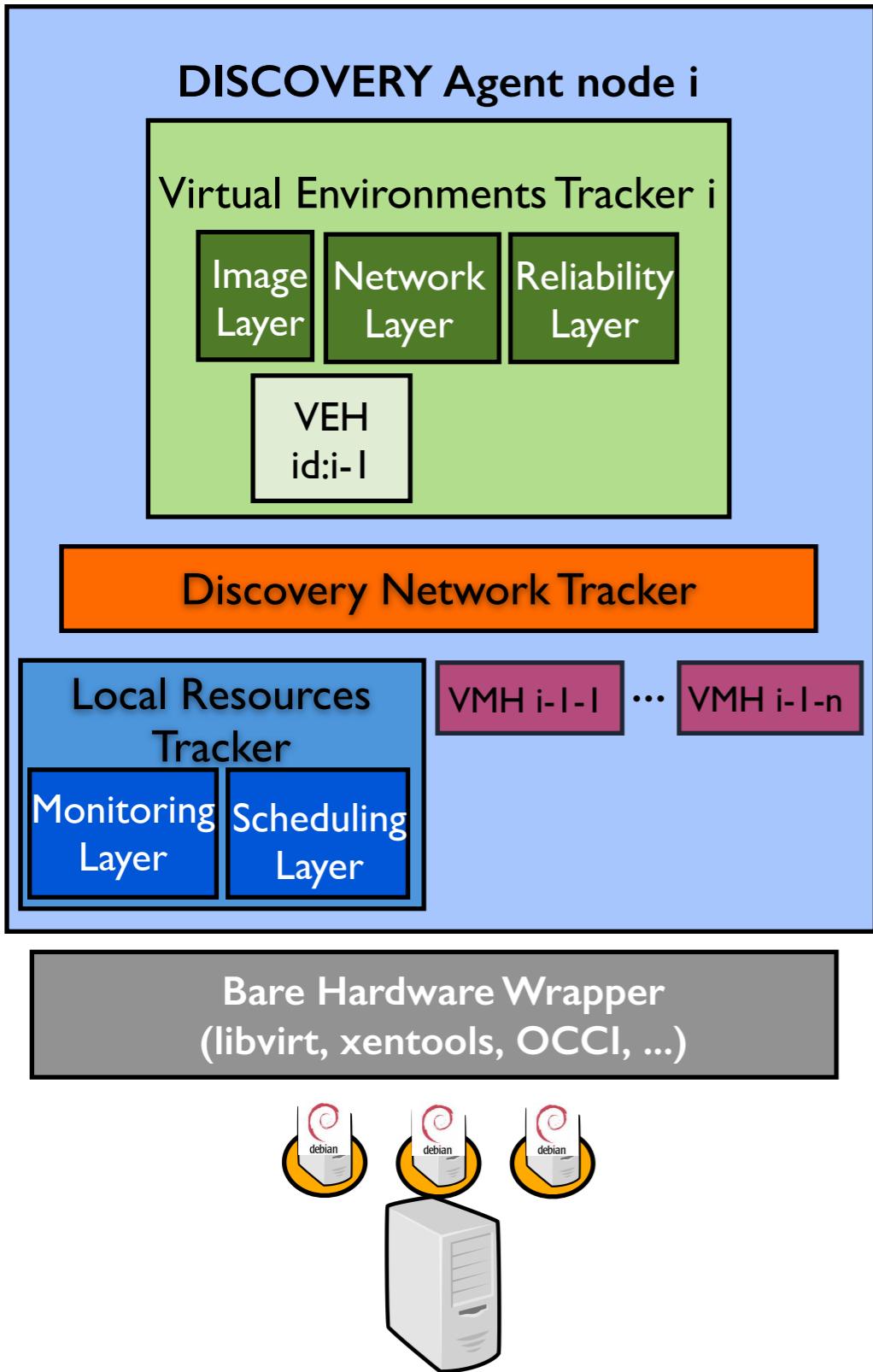
DISCOVERY - Basic Usage



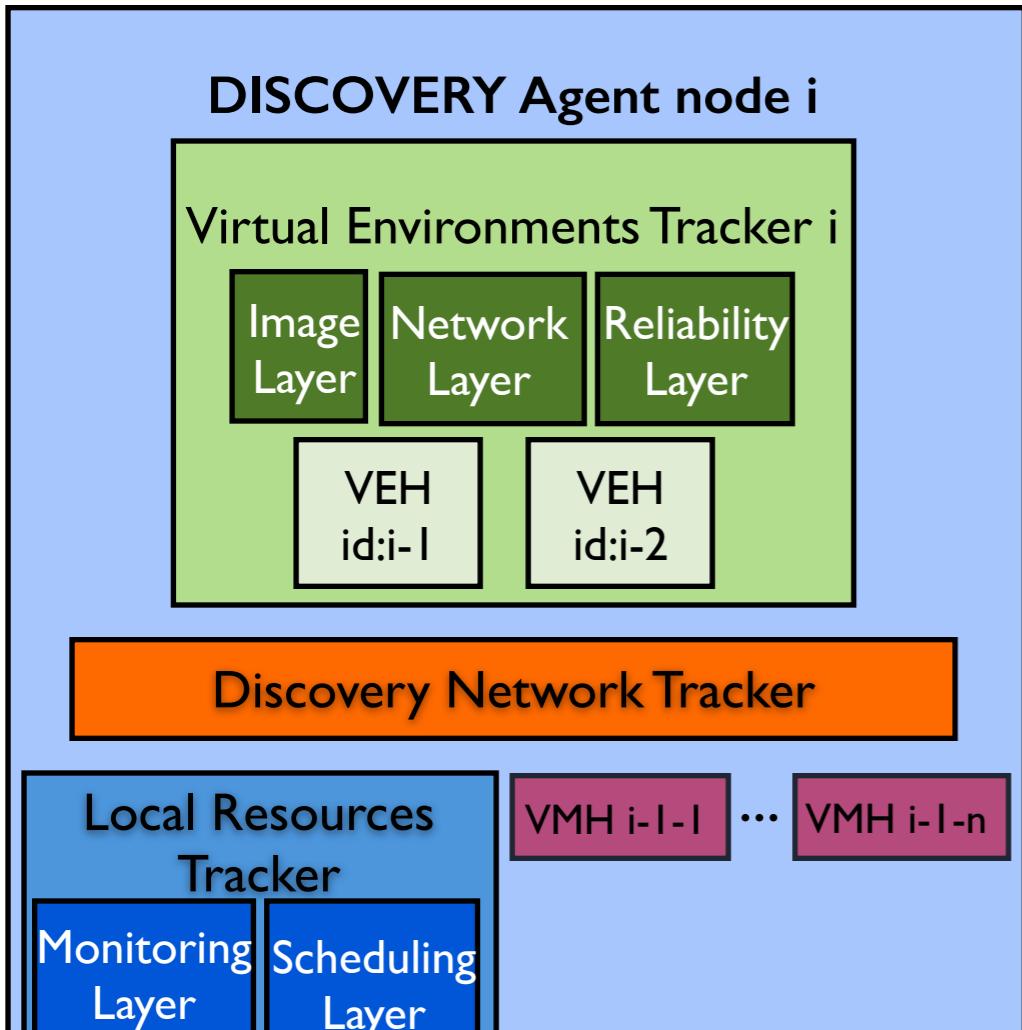
DISCOVERY - Basic Usage



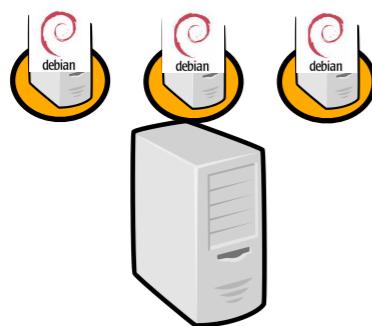
DISCOVERY - Basic Usage



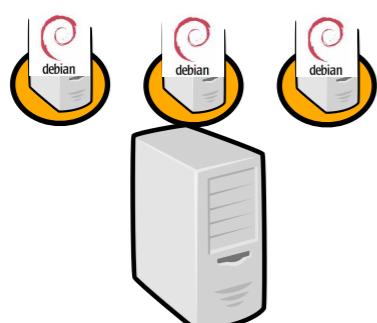
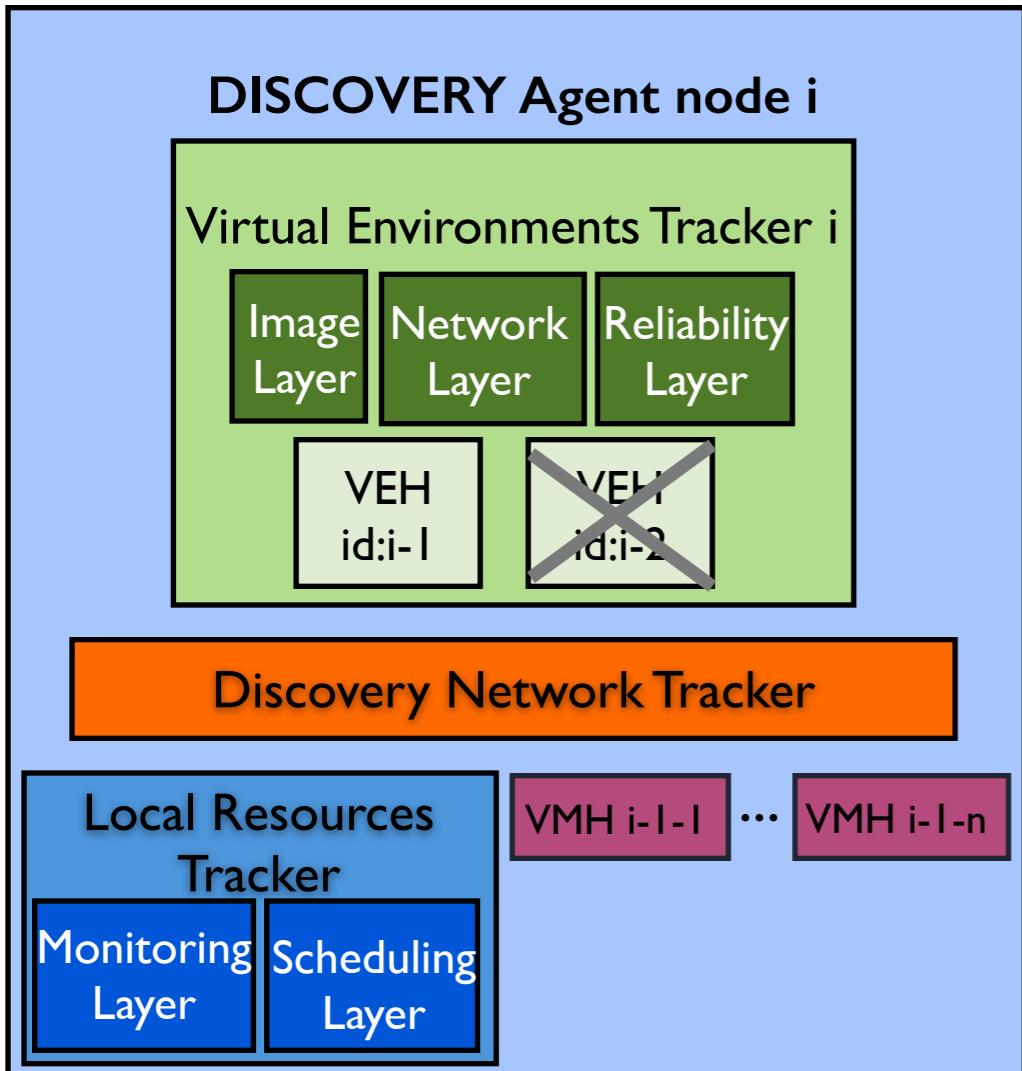
DISCOVERY - Basic Usage



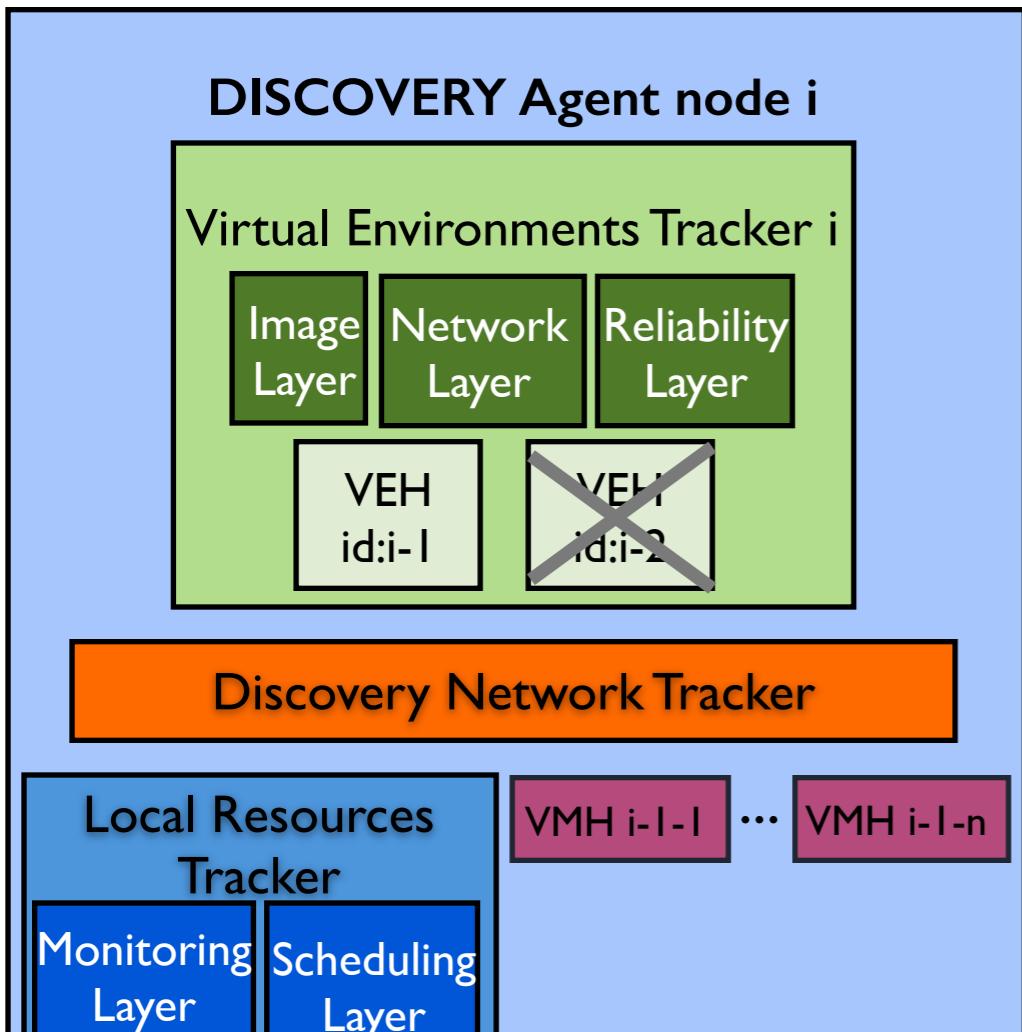
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DISCOVERY - Basic Usage

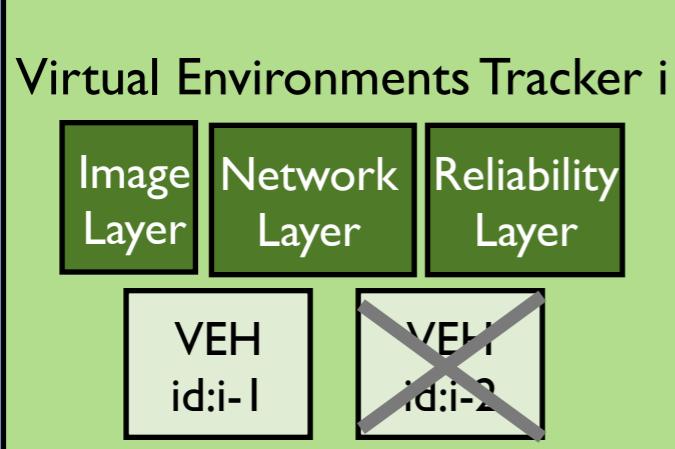


DISCOVERY - Basic Usage



DISCOVERY - Basic Usage

DISCOVERY Agent node i



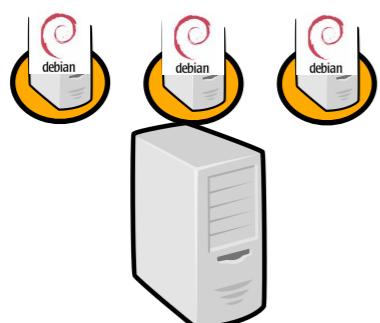
Discovery Network Tracker

Local Resources Tracker

Monitoring Layer Scheduling Layer

VMH i-1-1 ... VMH i-1-n

Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)



DISCOVERY Agent node r

Discovery Network Tracker

Local Resources Tracker

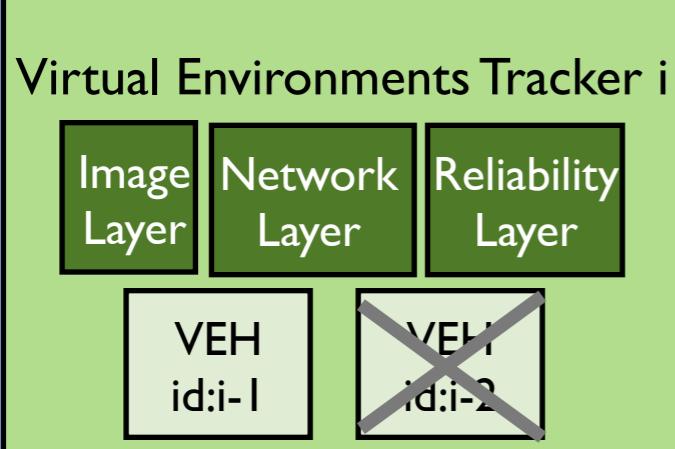
Monitoring Layer Scheduling Layer

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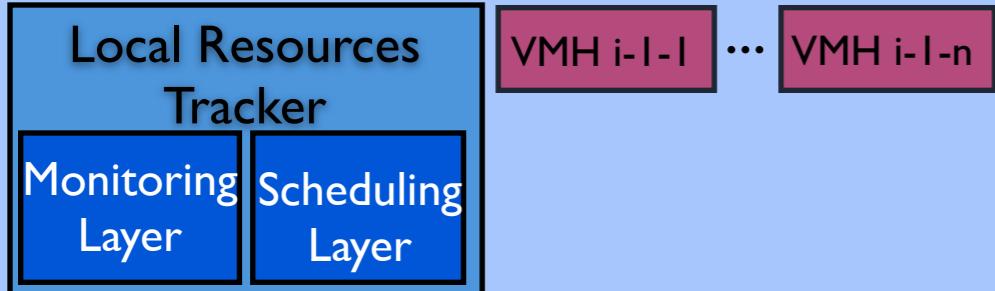


DISCOVERY - Basic Usage

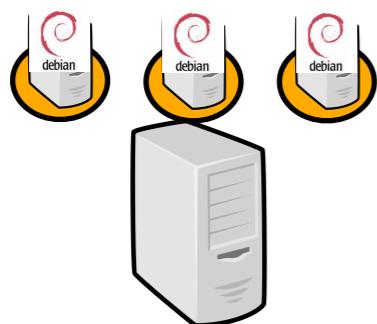
DISCOVERY Agent node i



Discovery Network Tracker



Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)

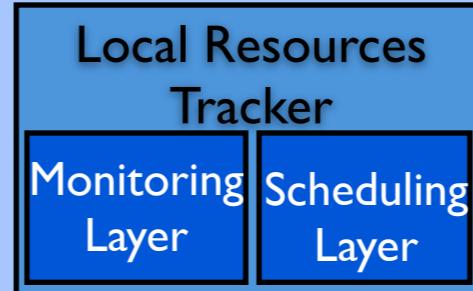


DISCOVERY Agent node r

Virtual Environments Tracker r



Discovery Network Tracker

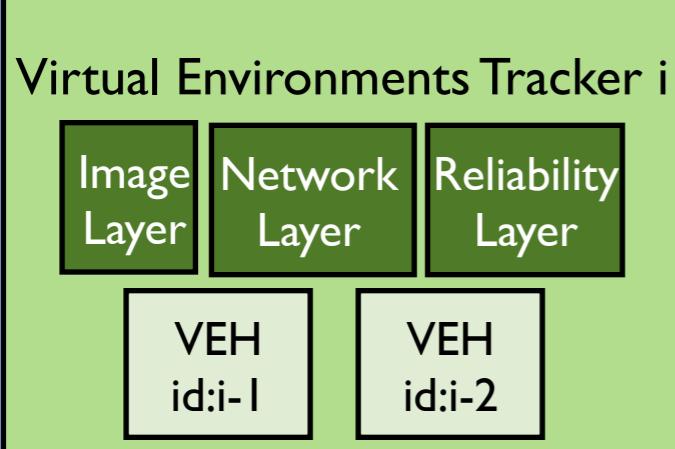


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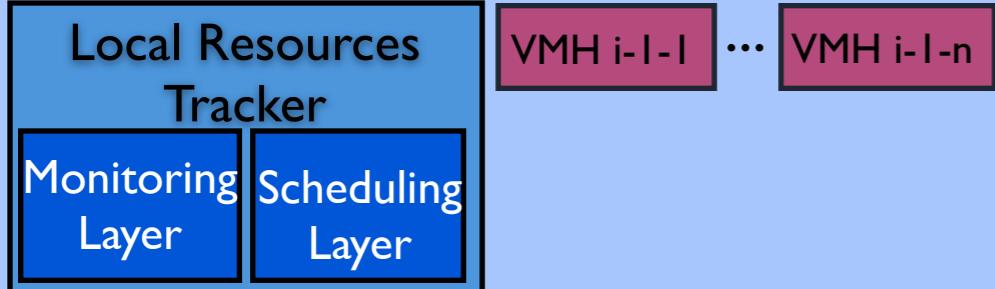


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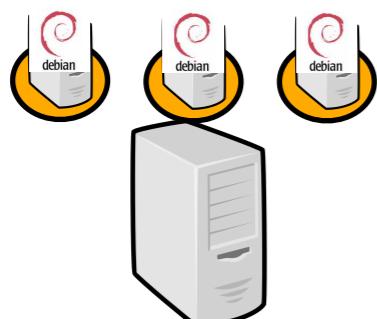
DISCOVERY Agent node i



Discovery Network Tracker



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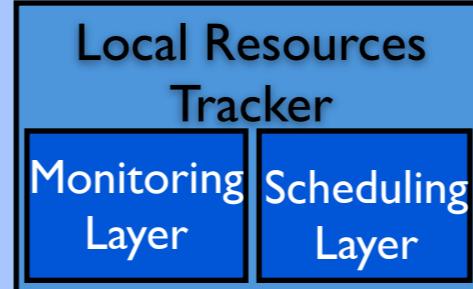


DISCOVERY Agent node r

Virtual Environments Tracker r



Discovery Network Tracker

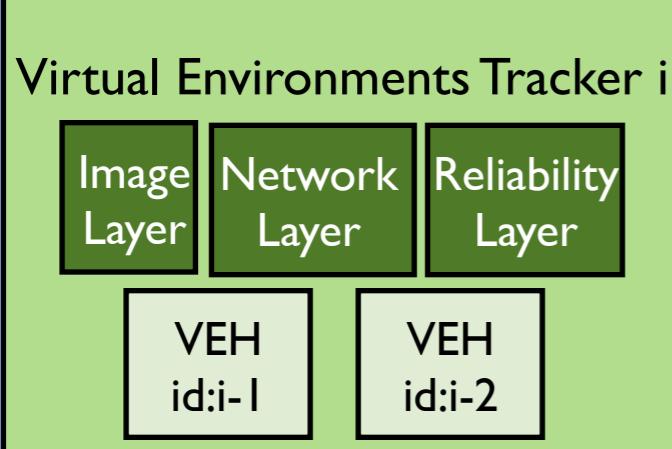


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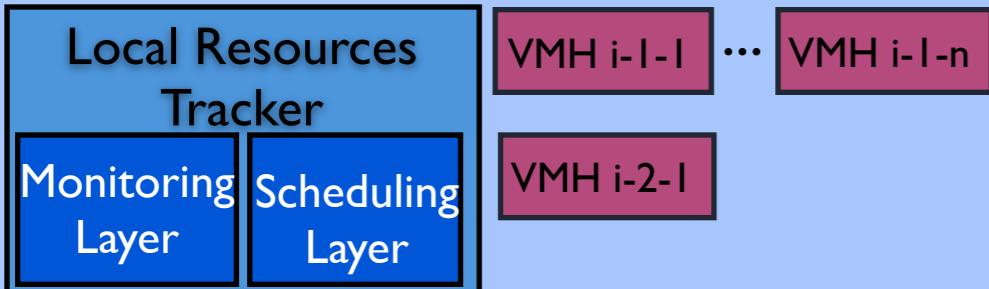


DISCOVERY - Basic Usage

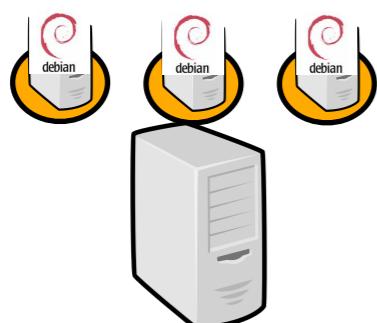
DISCOVERY Agent node i



Discovery Network Tracker



Bare Hardware Wrapper
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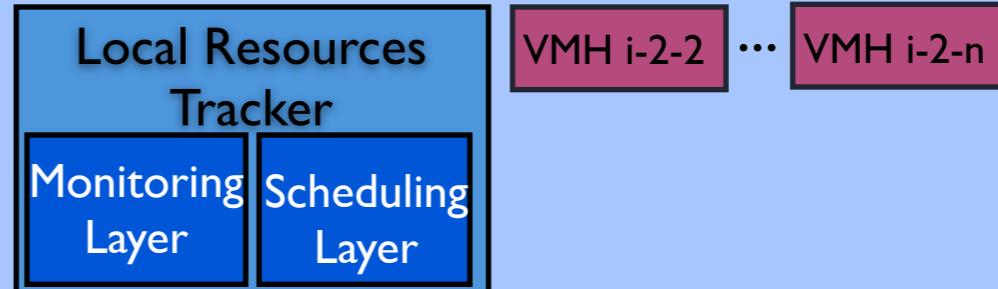


DISCOVERY Agent node r

Virtual Environments Tracker r



Discovery Network Tracker

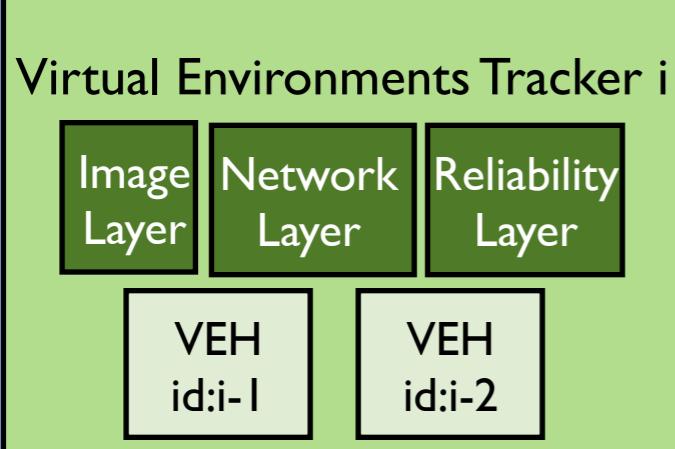


Bare Hardware Wrapper
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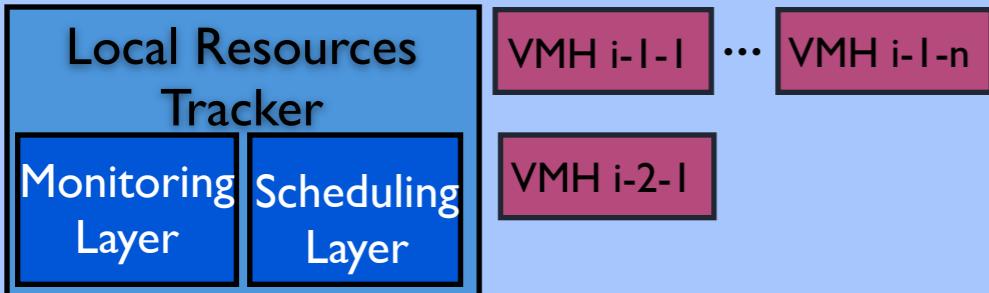


DISCOVERY - Basic Usage

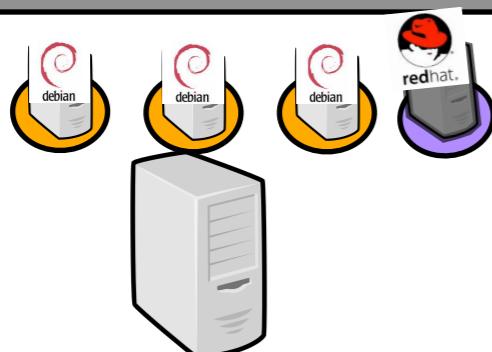
DISCOVERY Agent node i



Discovery Network Tracker



Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)

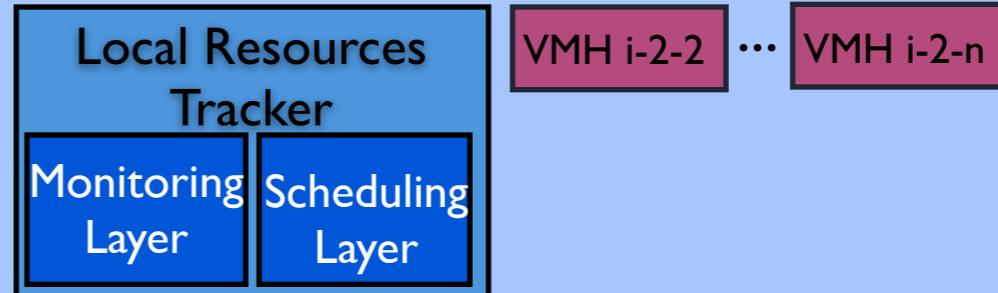


DISCOVERY Agent node r

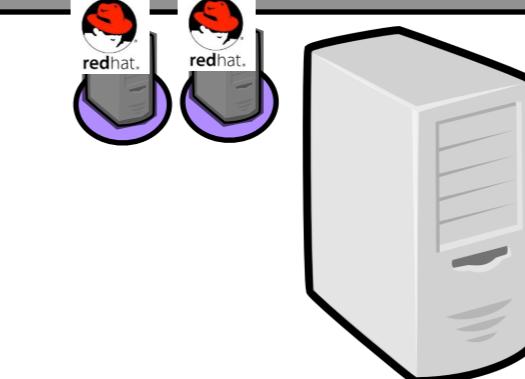
Virtual Environments Tracker r



Discovery Network Tracker

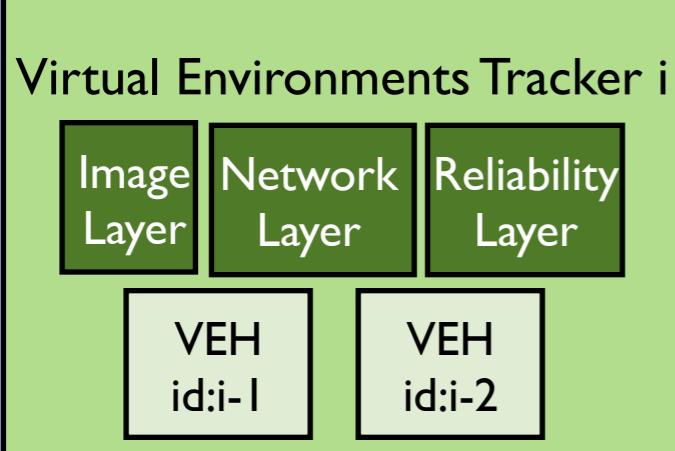


Bare Hardware Wrapper
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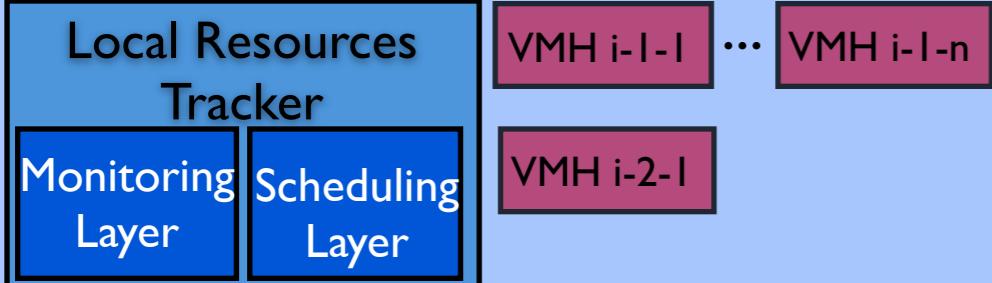


DISCOVERY - Basic Usage

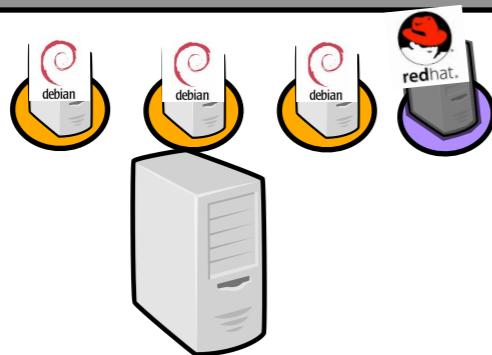
DISCOVERY Agent node i



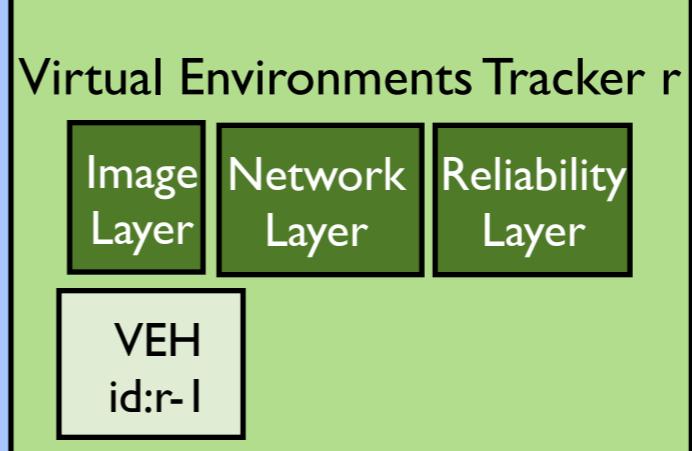
Discovery Network Tracker



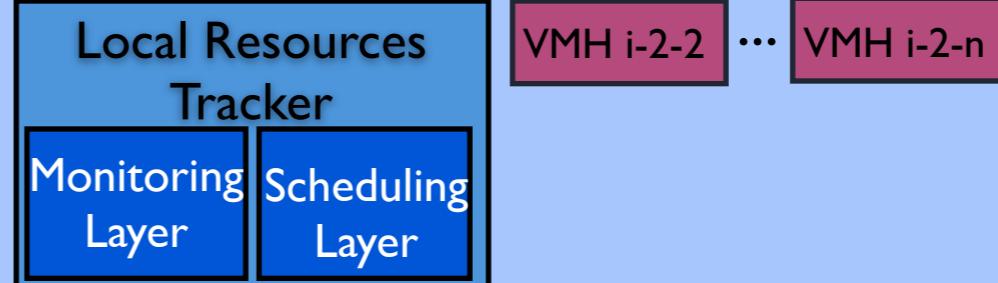
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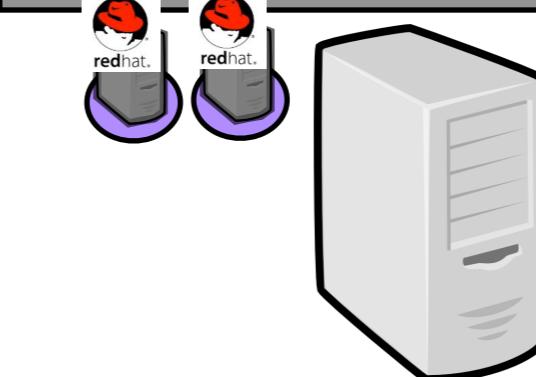
DISCOVERY Agent node r



Discovery Network Tracker

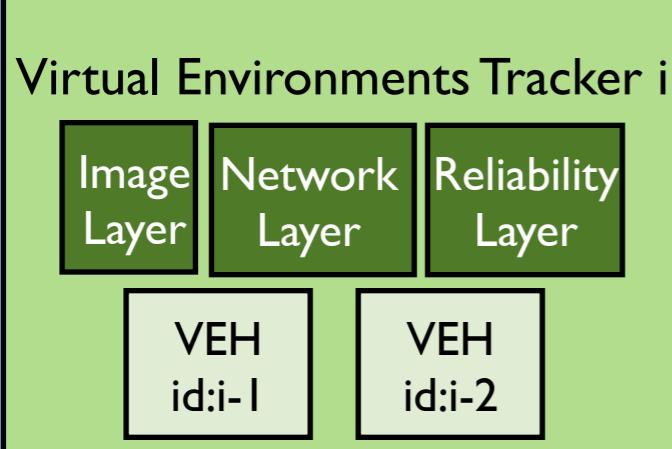


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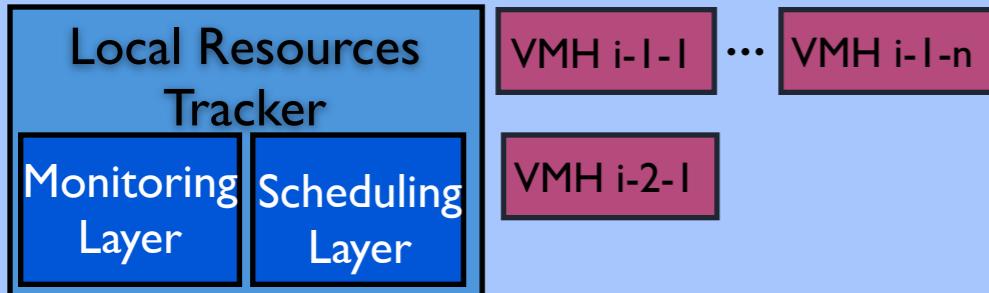


DISCOVERY - Basic Usage

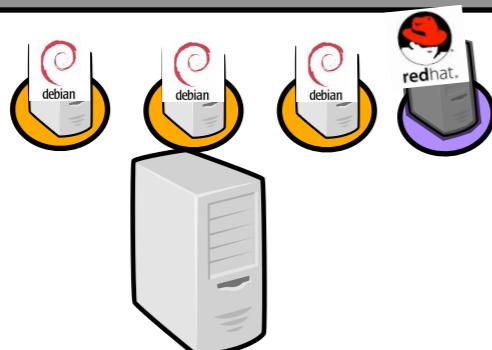
DISCOVERY Agent node i



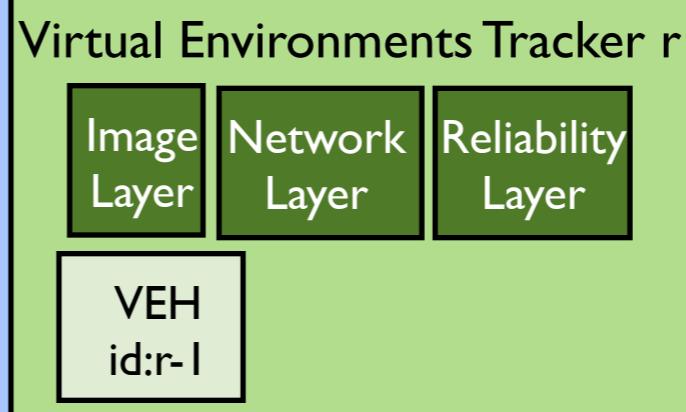
Discovery Network Tracker



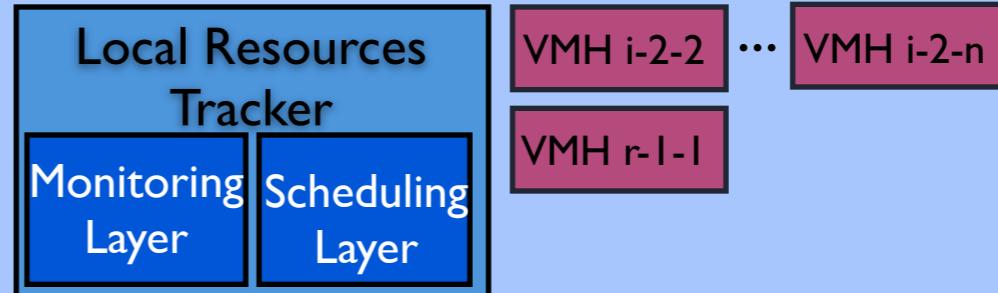
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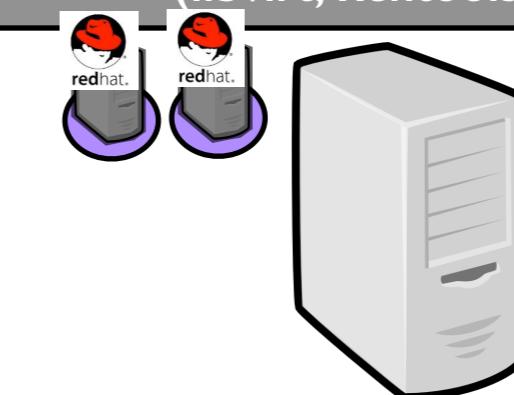
DISCOVERY Agent node r



Discovery Network Tracker

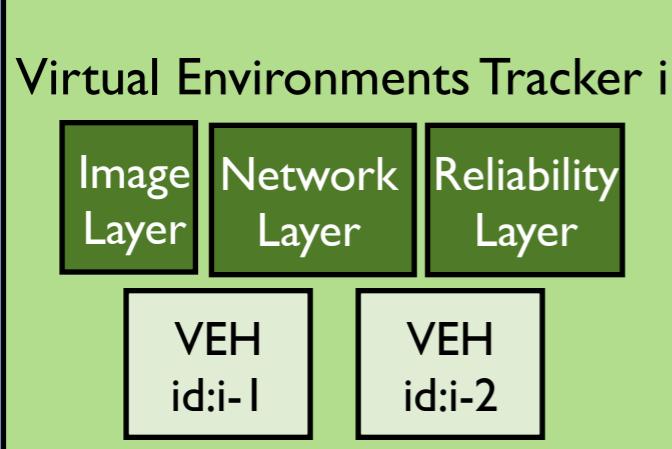


Bare Hardware Wrapper
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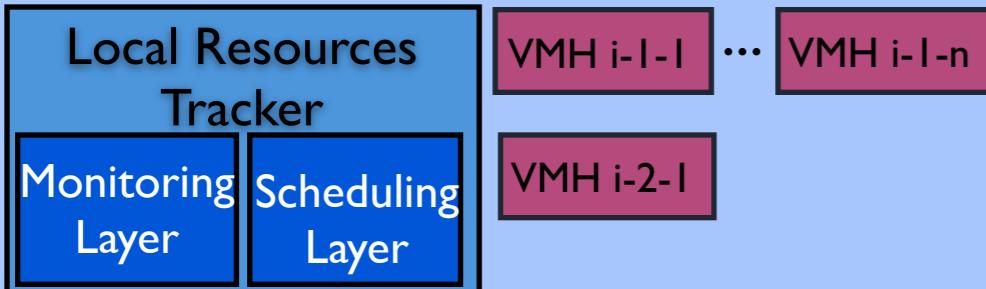


DISCOVERY - Basic Usage

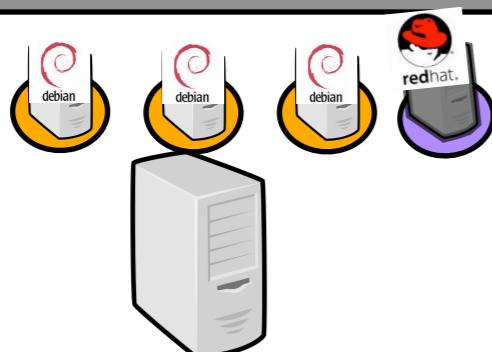
DISCOVERY Agent node i



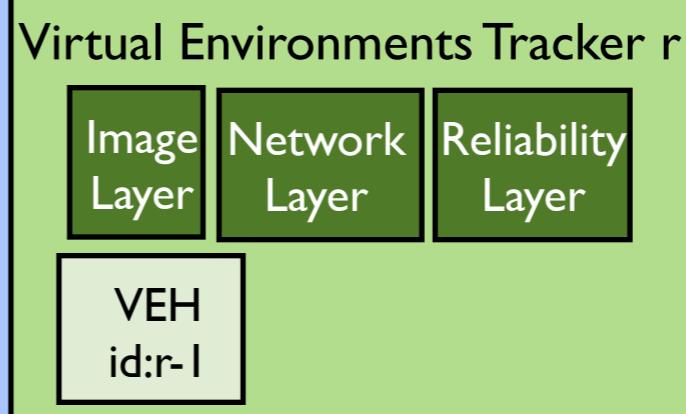
Discovery Network Tracker



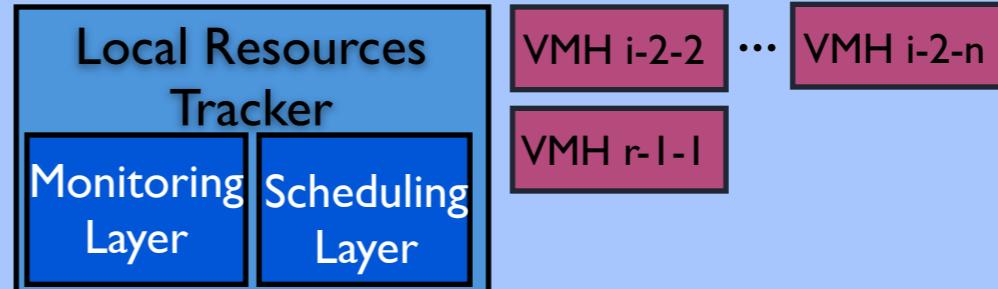
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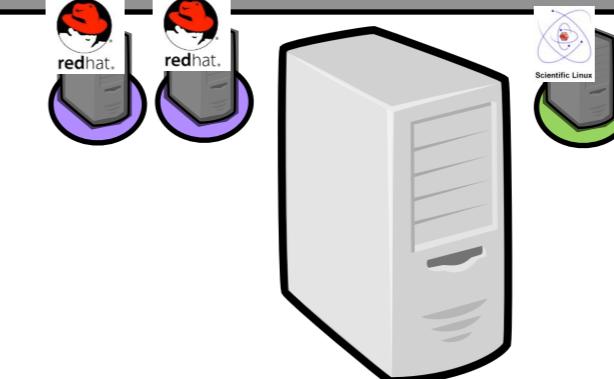
DISCOVERY Agent node r



Discovery Network Tracker

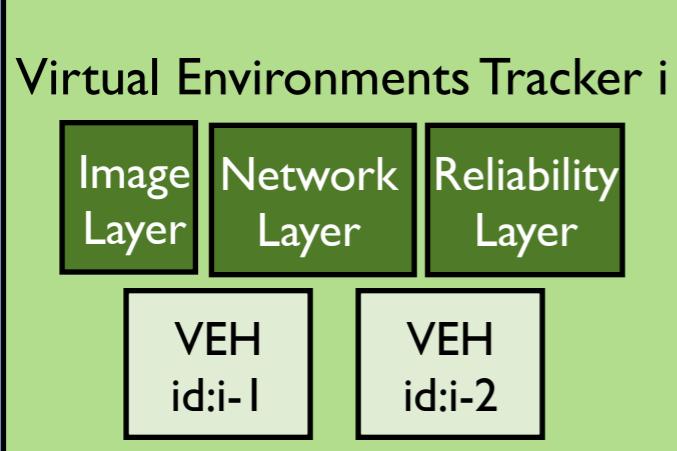


Bare Hardware Wrapper
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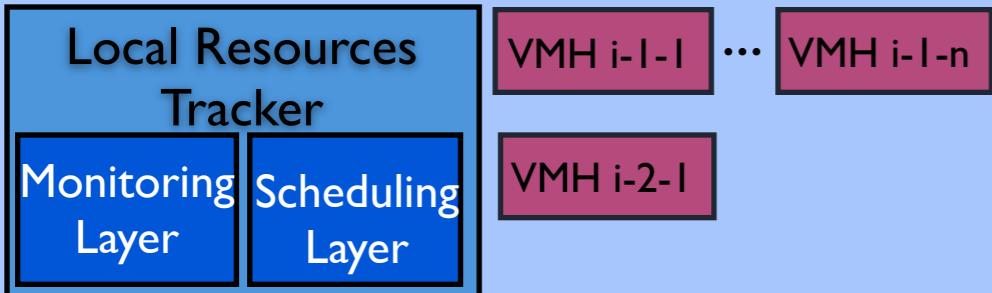


DISCOVERY - Human removals

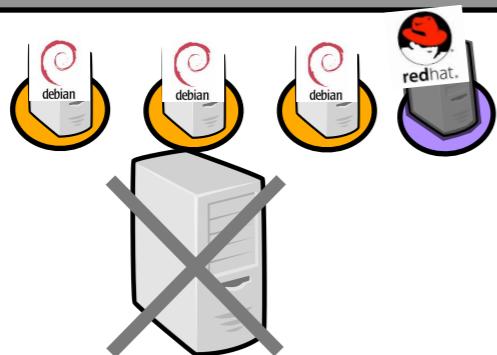
DISCOVERY Agent node i



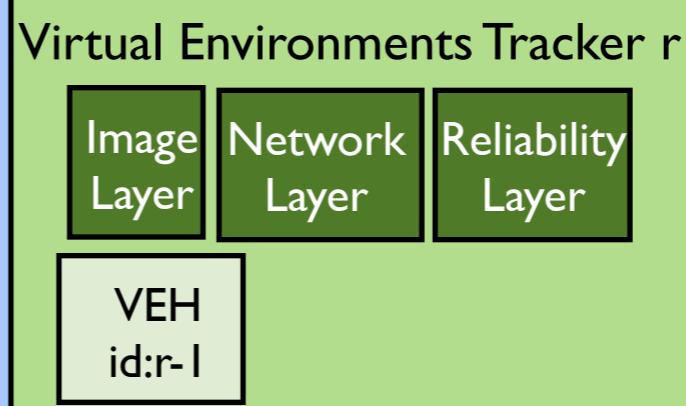
Discovery Network Tracker



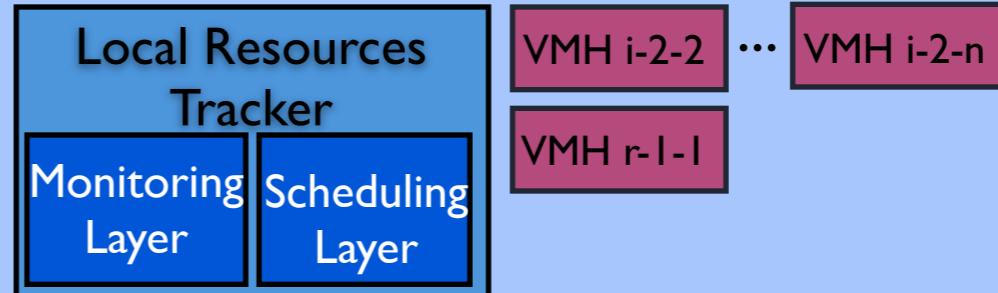
Bare Hardware Wrapper
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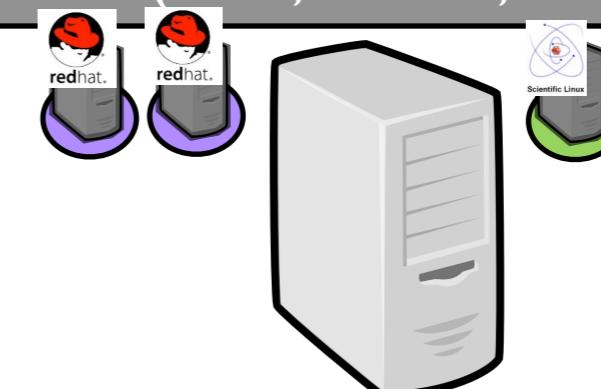
DISCOVERY Agent node r



Discovery Network Tracker

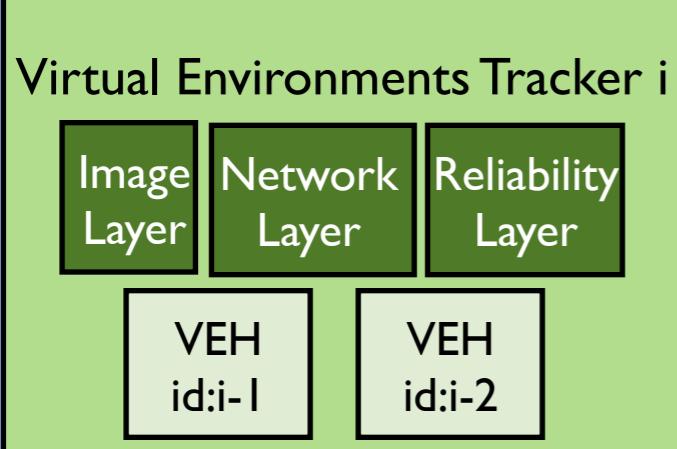


Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)



DISCOVERY - Human removals

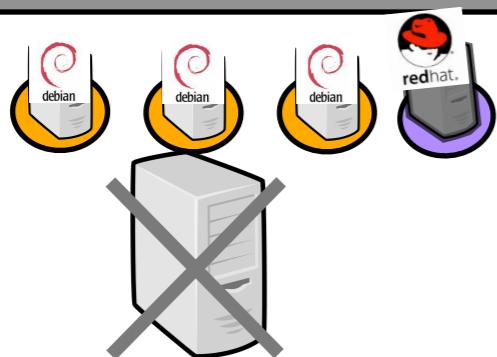
DISCOVERY Agent node i



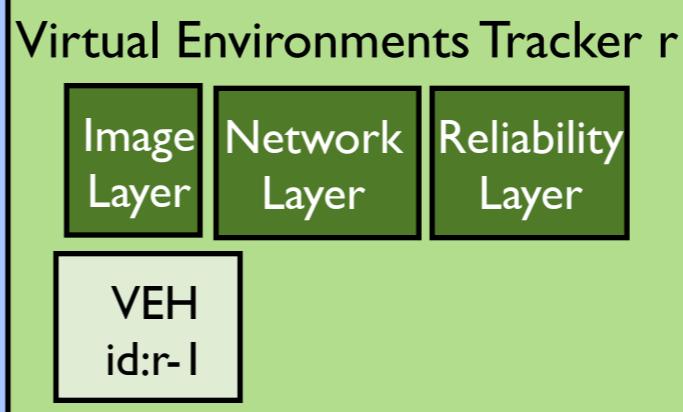
Discovery Network Tracker



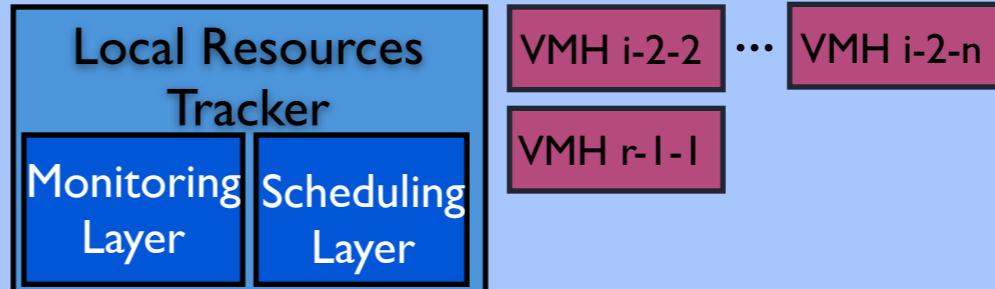
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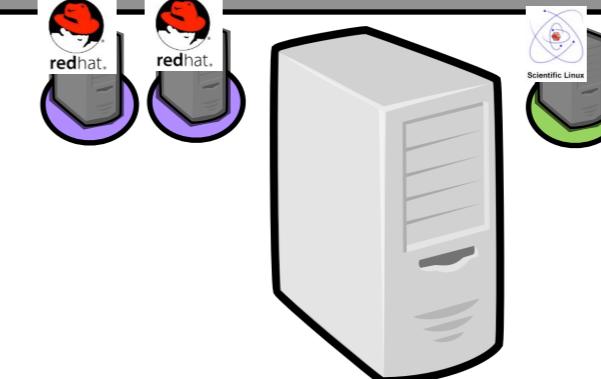
DISCOVERY Agent node r



Discovery Network Tracker

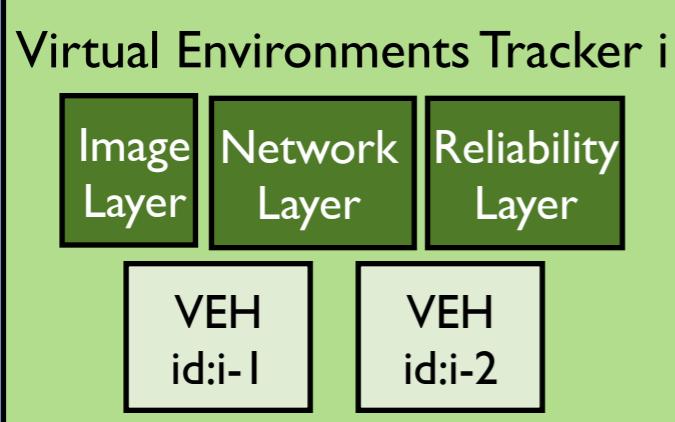


Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)



DISCOVERY - Human removals

DISCOVERY Agent node i



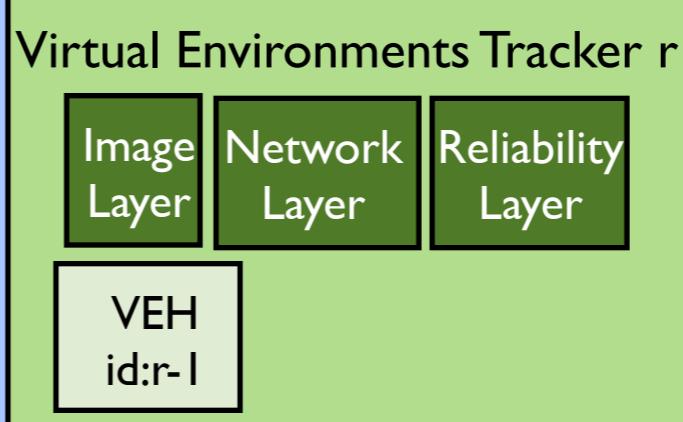
Discovery Network Tracker



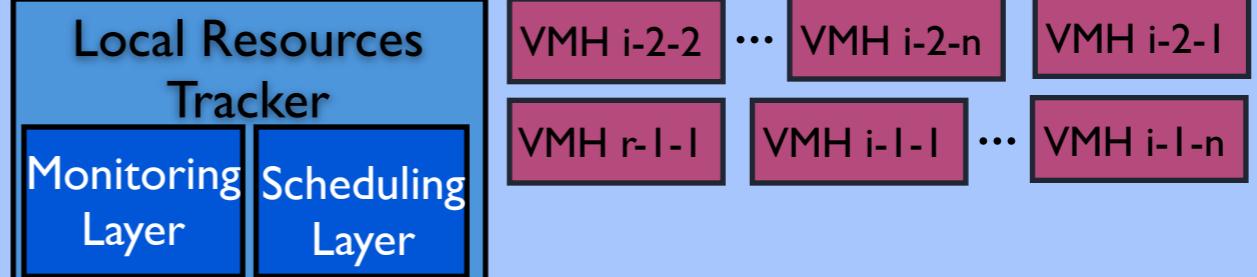
Bare Hardware Wrapper
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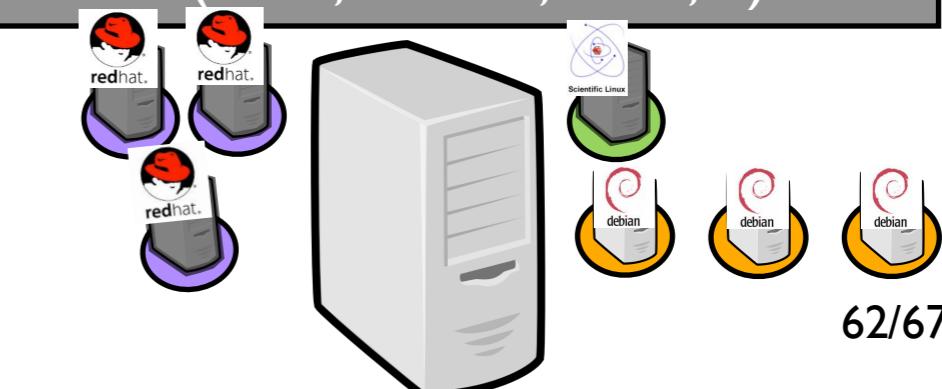
DISCOVERY Agent node r



Discovery Network Tracker



Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)



DISCOVERY - Human removals

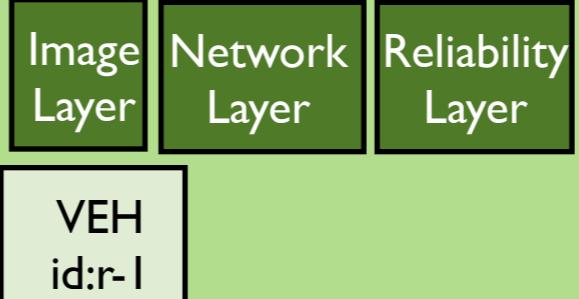
DISCOVERY Agent node i

Discovery Network Tracker

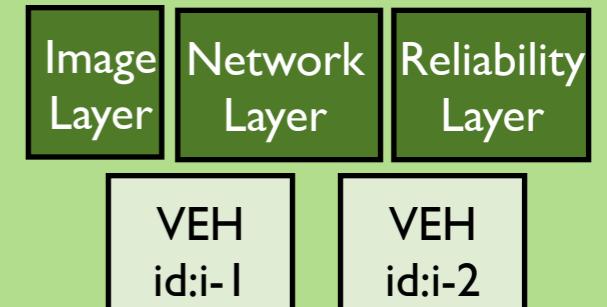


DISCOVERY Agent node r

Virtual Environments Tracker r



Virtual Environments Tracker i



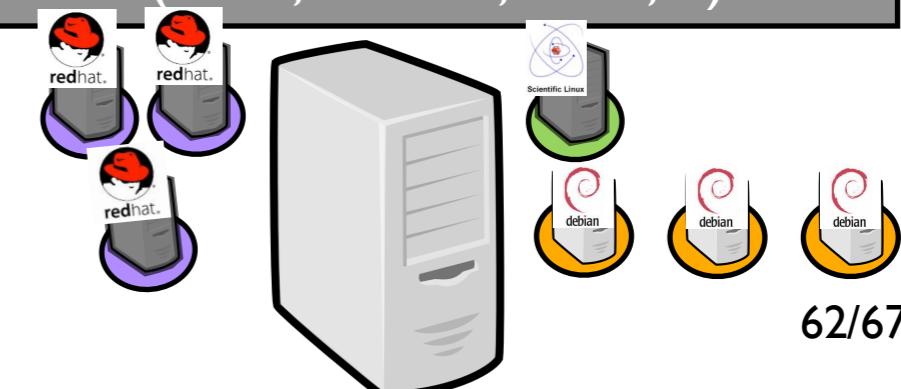
Discovery Network Tracker



Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)

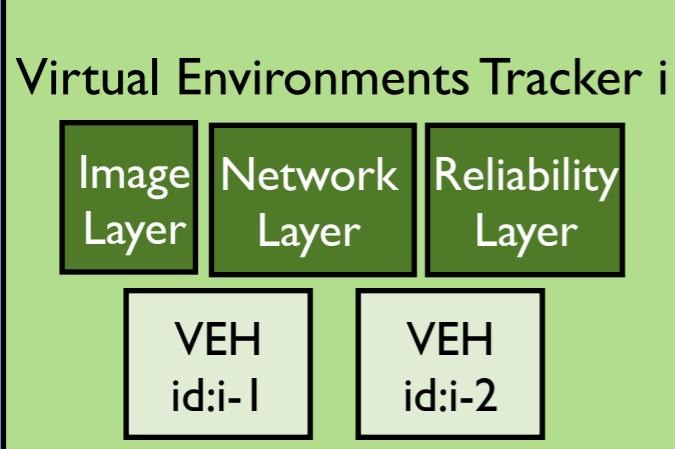


Bare Hardware Wrapper
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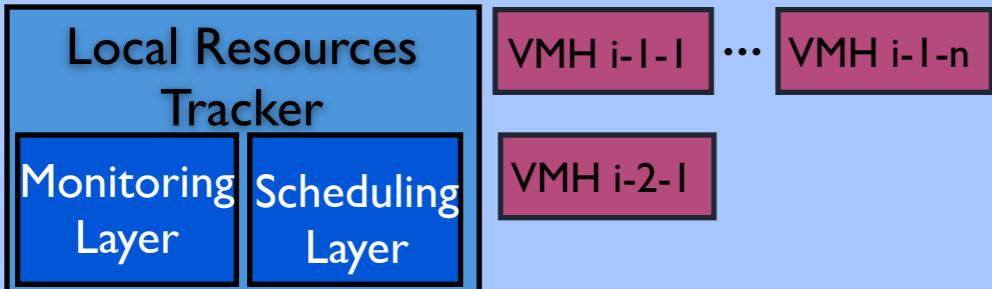


DISCOVERY - VM Crashes

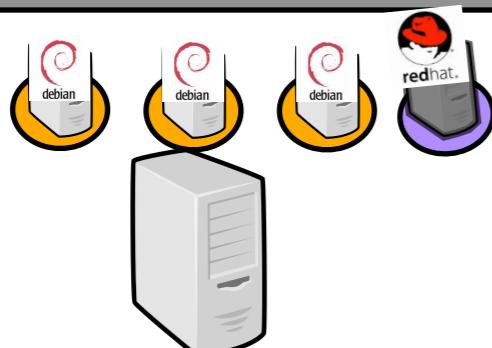
DISCOVERY Agent node i



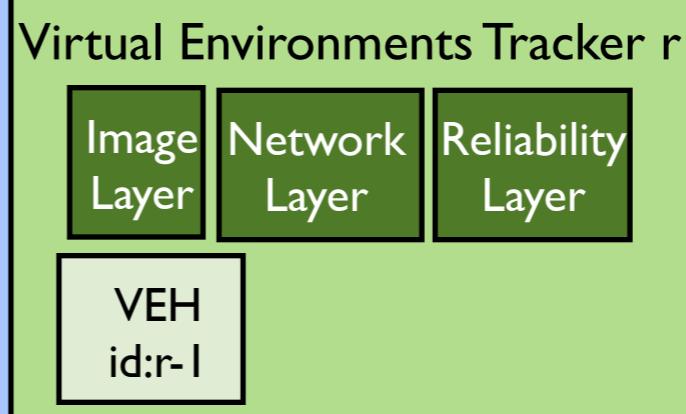
Discovery Network Tracker



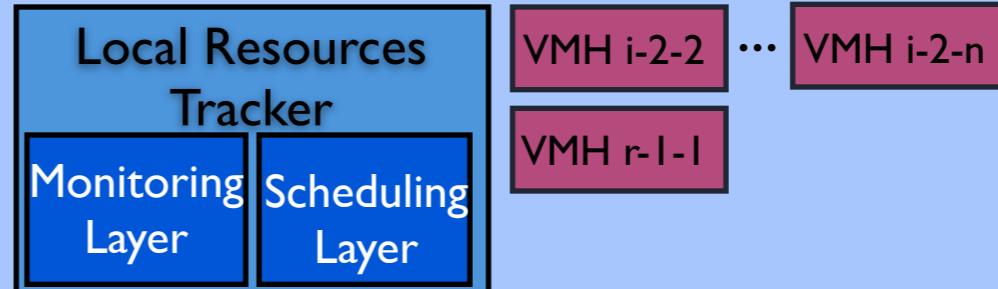
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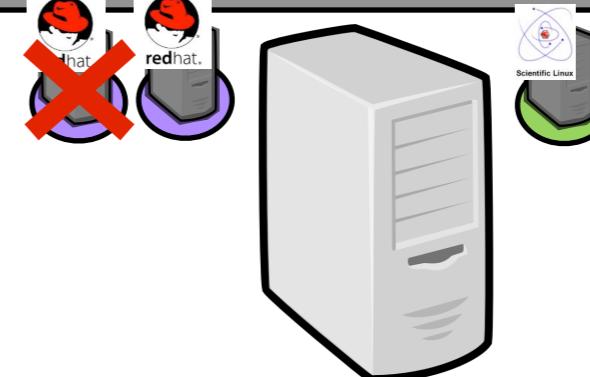
DISCOVERY Agent node r



Discovery Network Tracker

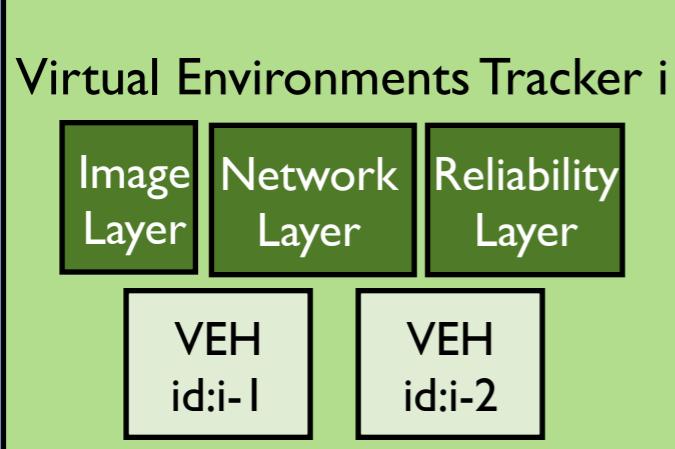


Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)

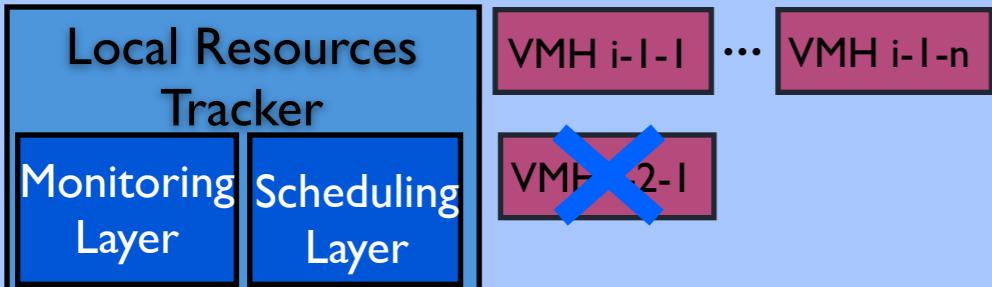


DISCOVERY - VM Crashes

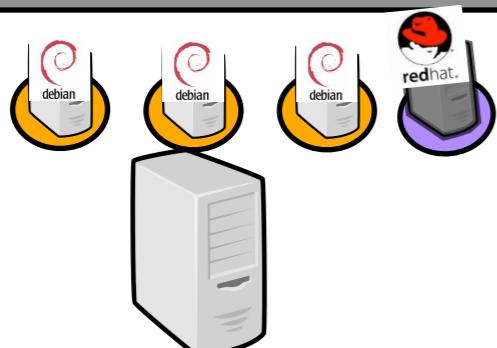
DISCOVERY Agent node i



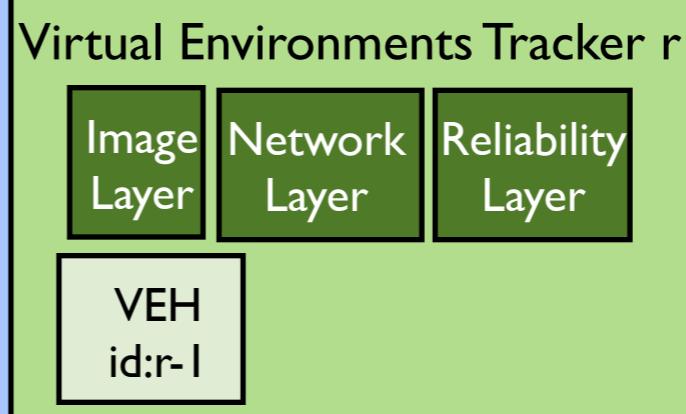
Discovery Network Tracker



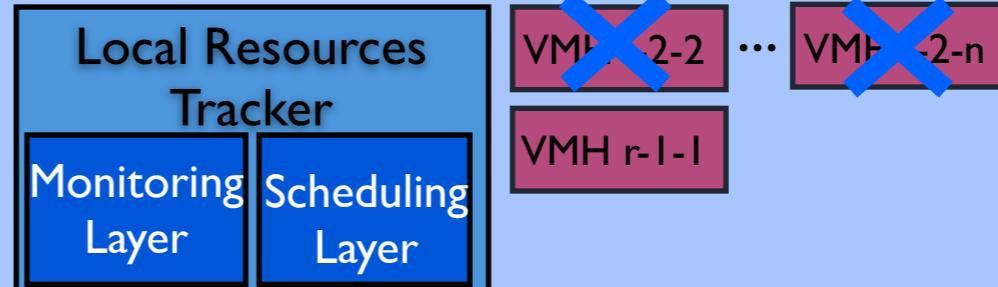
Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)



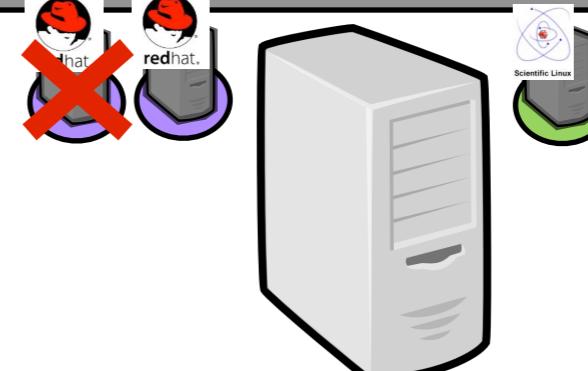
DISCOVERY Agent node r



Discovery Network Tracker

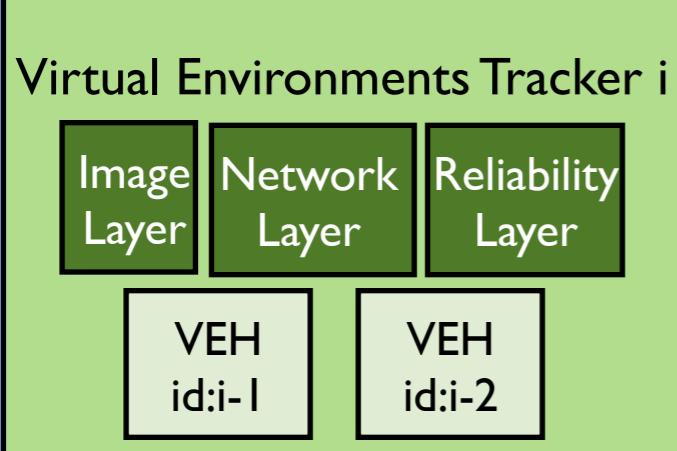


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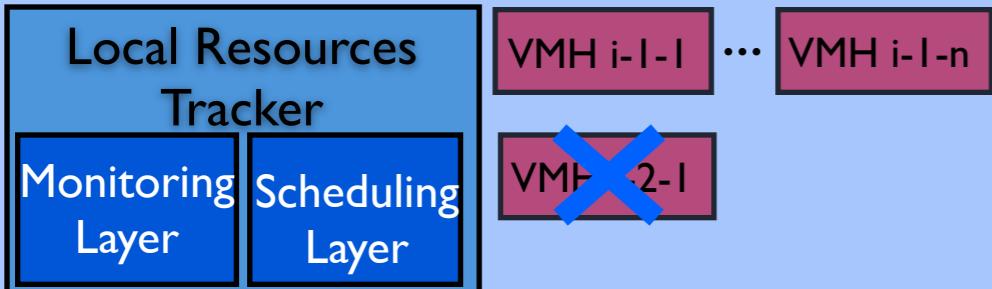


DISCOVERY - VM Crashes

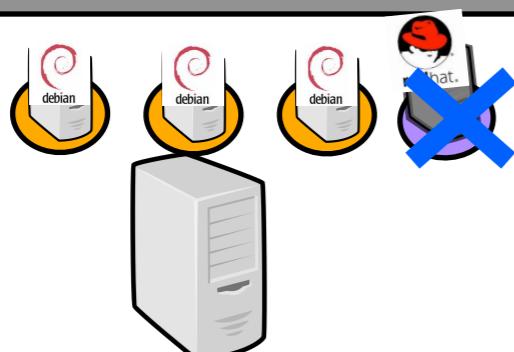
DISCOVERY Agent node i



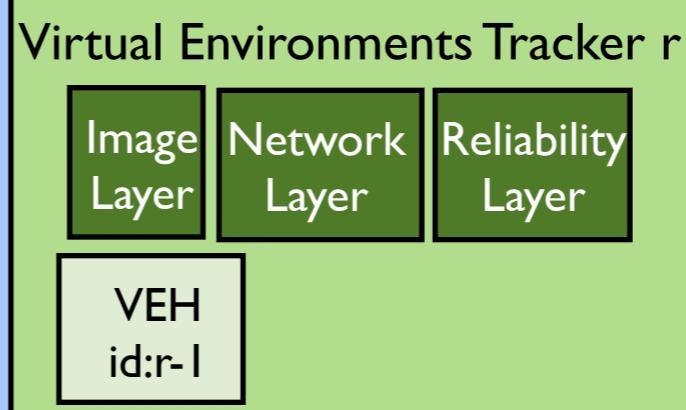
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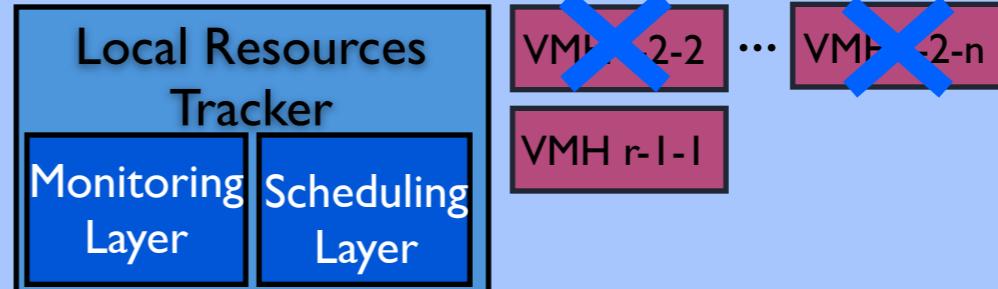
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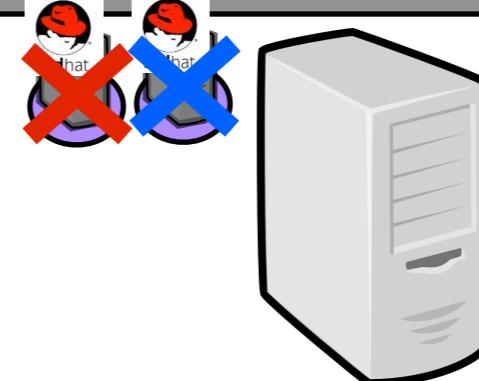
DISCOVERY Agent node r



Discovery Network Tracker

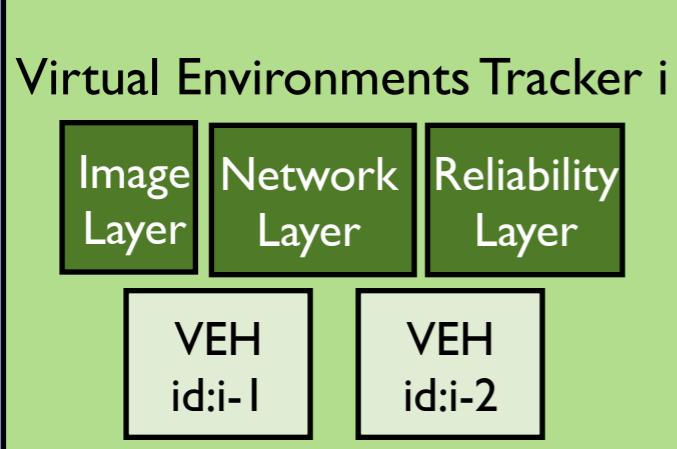


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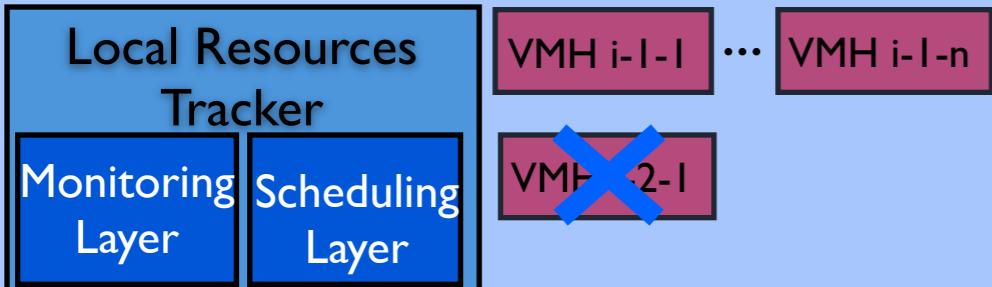


DISCOVERY - VM Crashes

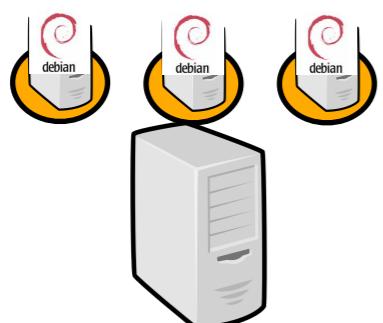
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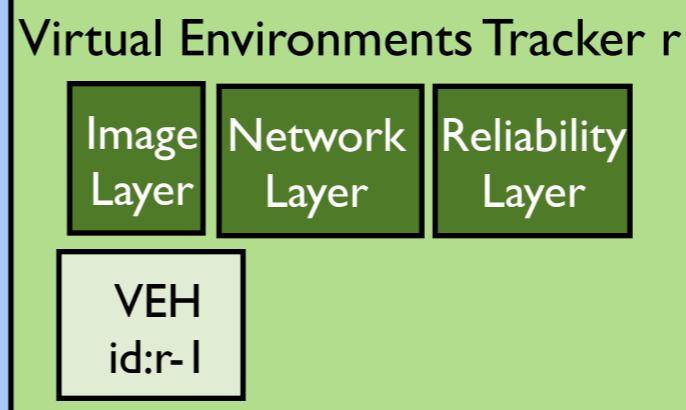
Discovery Network Tracker



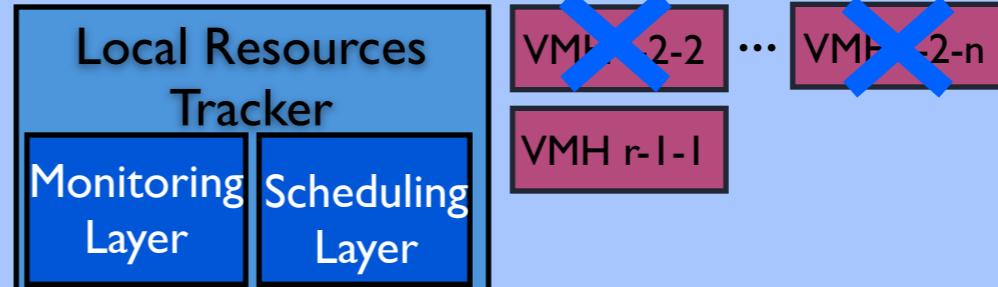
Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)



DISCOVERY Agent node r



Discovery Network Tracker

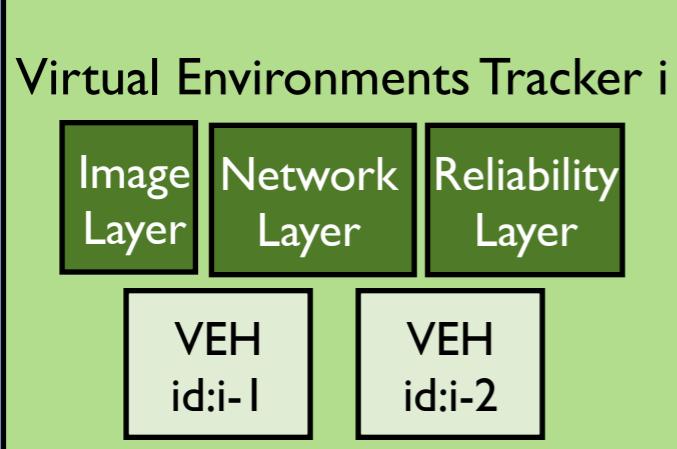


Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)

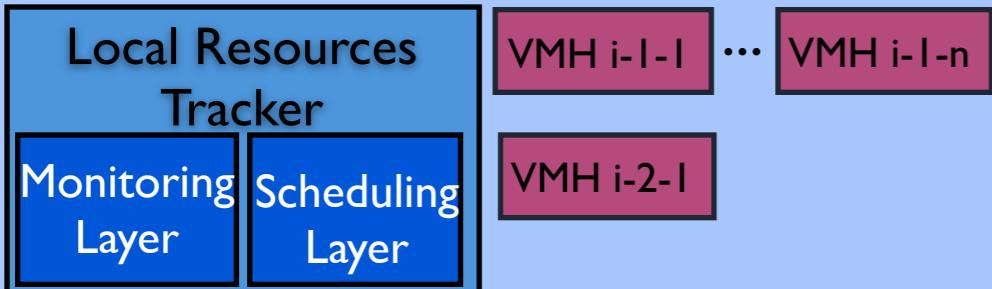


DISCOVERY - VM Crashes

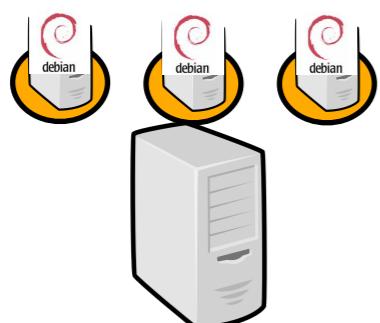
DISCOVERY Agent node i



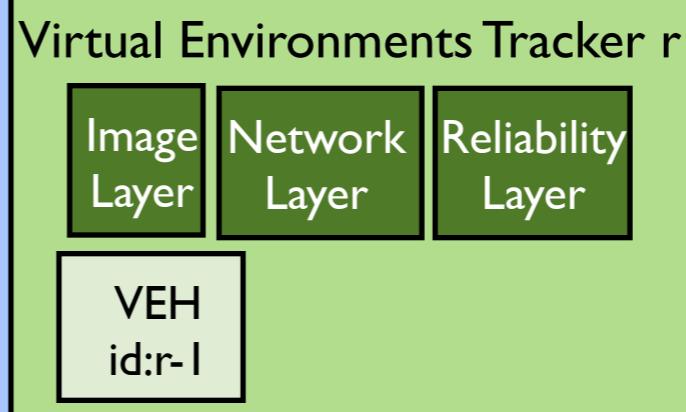
Discovery Network Tracker



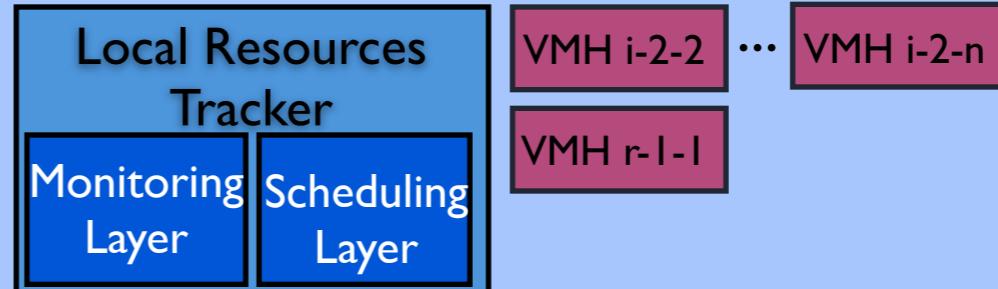
Bare Hardware Wrapper
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DISCOVERY Agent node r



Discovery Network Tracker

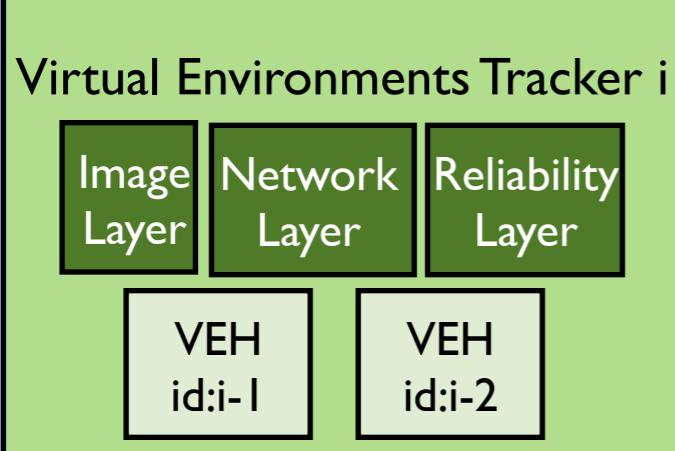


Bare Hardware Wrapper
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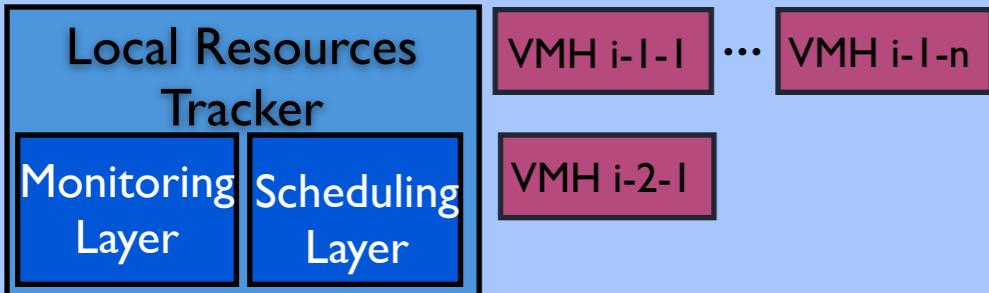


DISCOVERY - VM Crashes

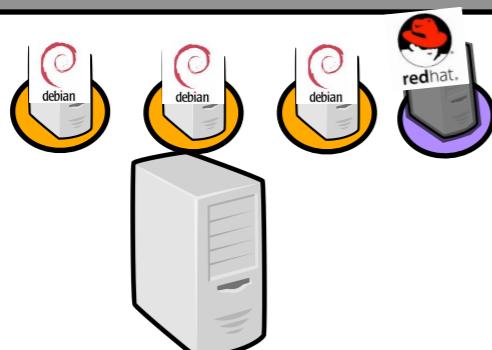
DISCOVERY Agent node i



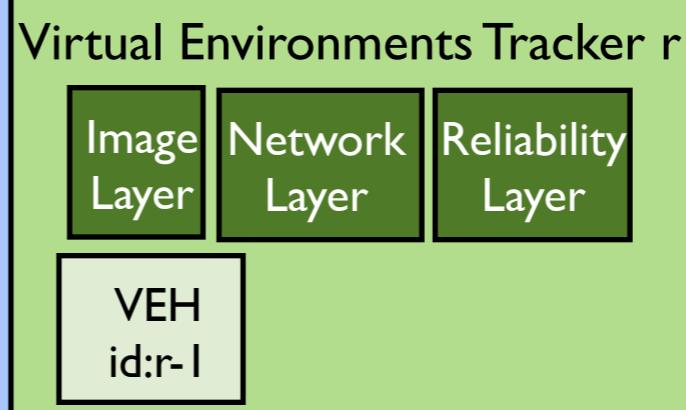
Discovery Network Tracker



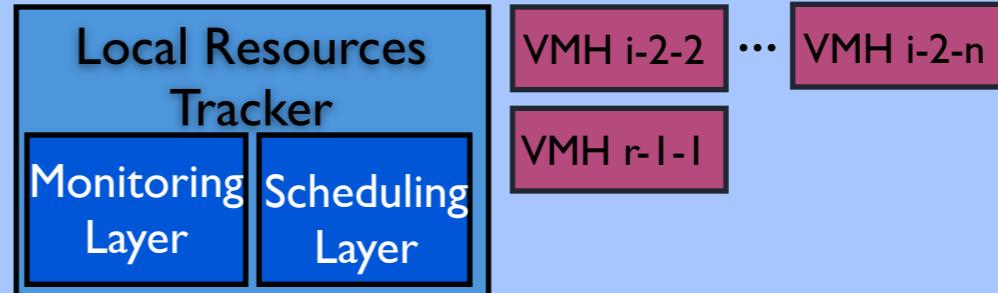
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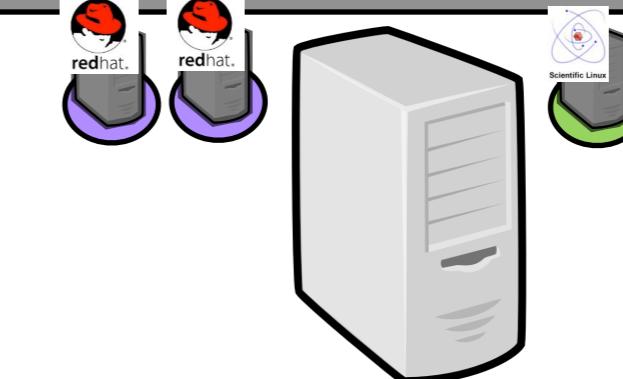
DISCOVERY Agent node r



Discovery Network Tracker

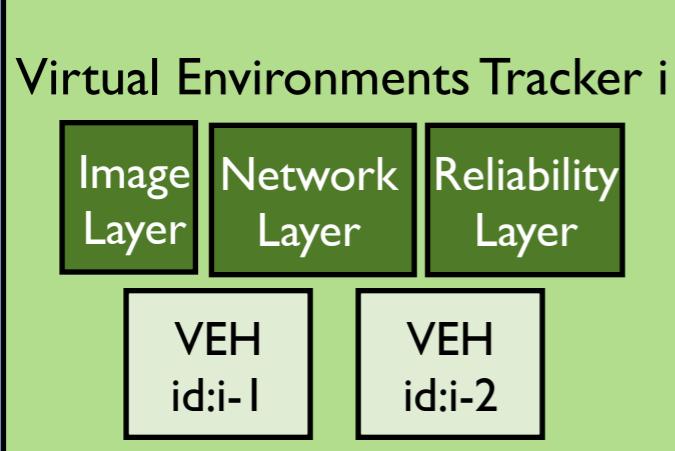


Bare Hardware Wrapper
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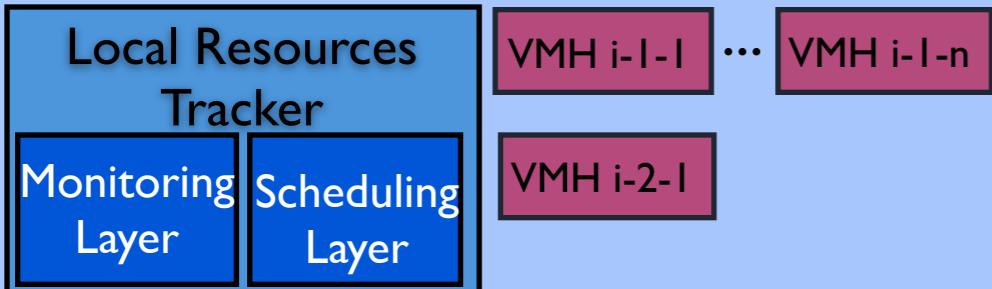


DISCOVERY - Nodes Crashes

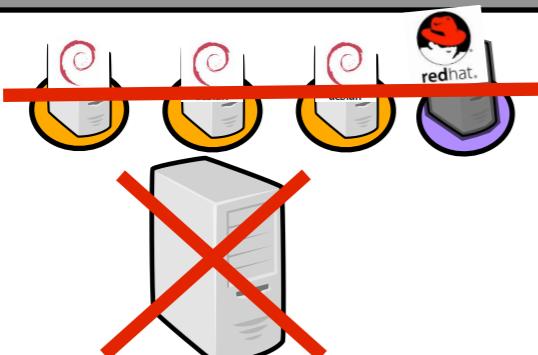
DISCOVERY Agent node i



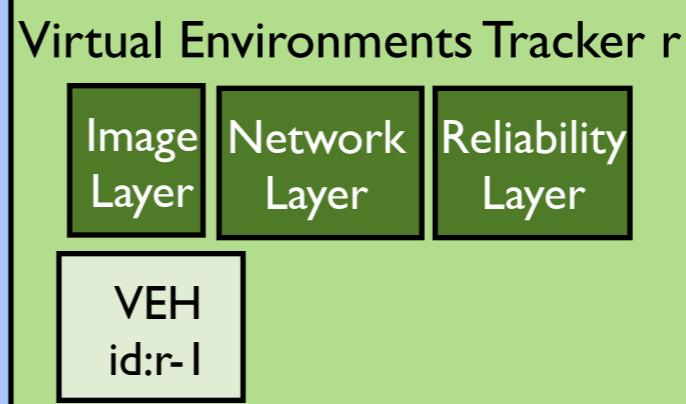
Discovery Network Tracker



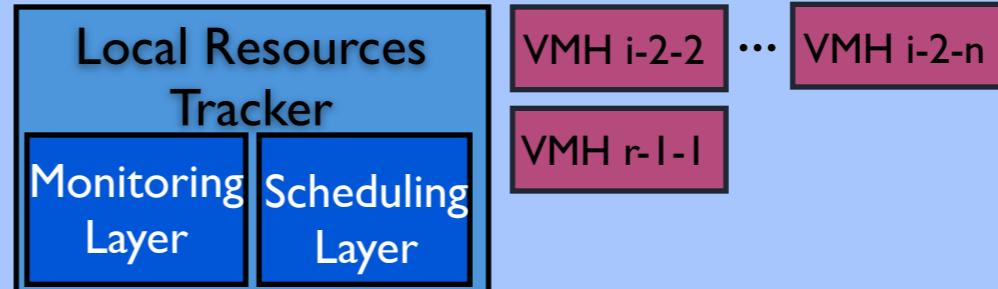
Bare Hardware Wrapper
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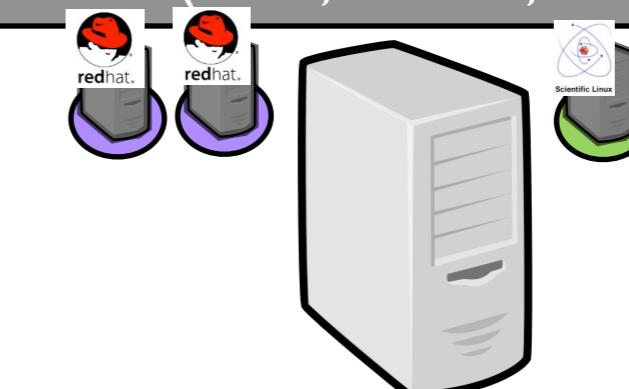
DISCOVERY Agent node r



Discovery Network Tracker

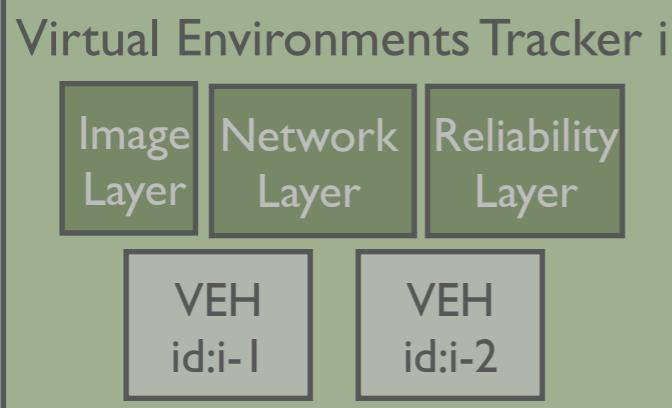


Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)

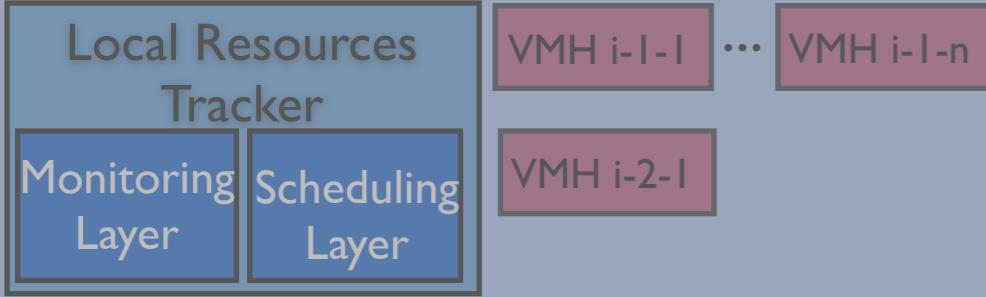


DISCOVERY - Nodes Crashes

DISCOVERY Agent node i



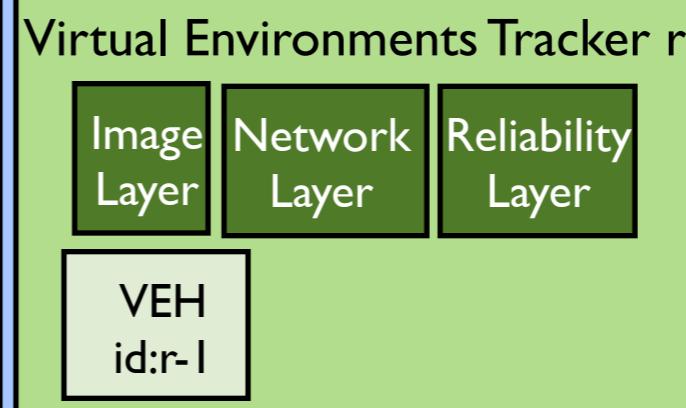
Discovery Network Tracker



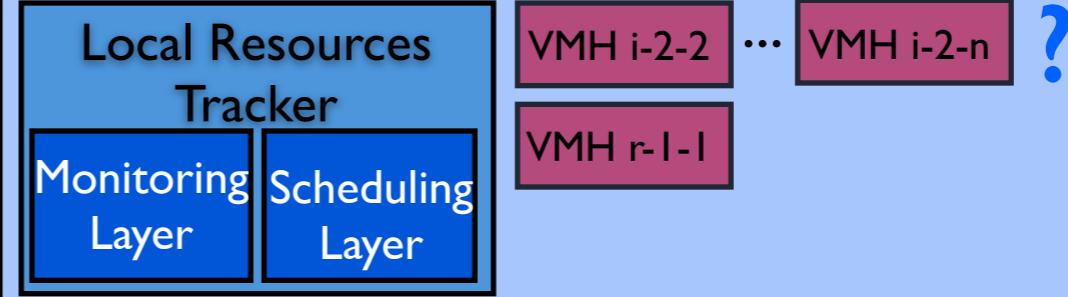
Bare Hardware Wrapper
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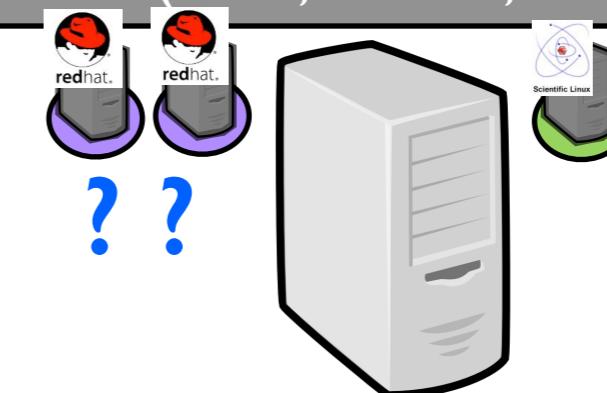
DISCOVERY Agent node r



Discovery Network Tracker



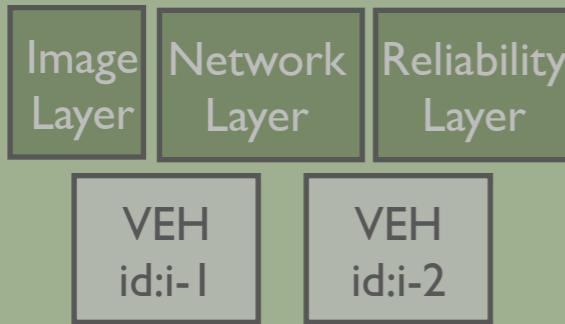
Bare Hardware Wrapper
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DISCOVERY - Nodes Crashes

DISCOVERY Agent node i

Virtual Environments Tracker i



Discovery Network Tracker

Local Resources Tracker

Monitoring Layer Scheduling Layer

VMH i-1-1 ... VMH i-1-n

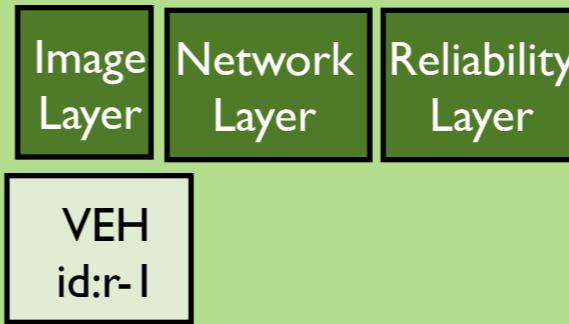
VMH i-2-1

Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)



DISCOVERY Agent node r

Virtual Environments Tracker r



Discovery Network Tracker

Local Resources Tracker

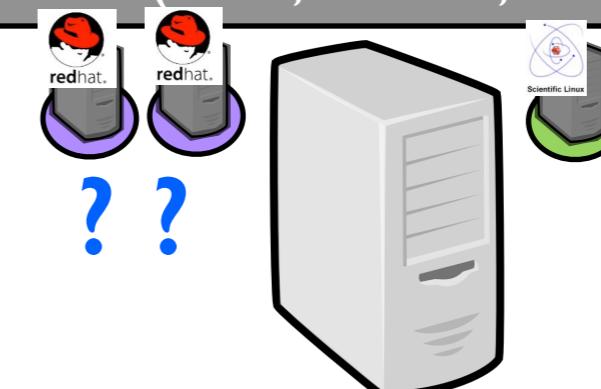
Monitoring Layer Scheduling Layer

VMH i-2-2 ... VMH i-2-n

VMH r-1-1

?

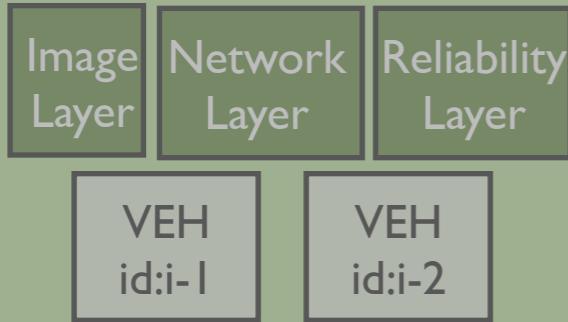
Bare Hardware Wrapper
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DISCOVERY - Nodes Crashes

DISCOVERY Agent node i

Virtual Environments Tracker i



Discovery Network Tracker

Local Resources Tracker

Monitoring Layer Scheduling Layer

VMH i-1-1 ... VMH i-1-n

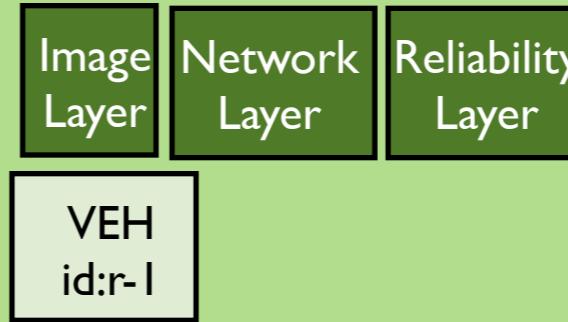
VMH i-2-1

Bare Hardware Wrapper
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DISCOVERY Agent node r

Virtual Environments Tracker r



Discovery Network Tracker

Local Resources Tracker

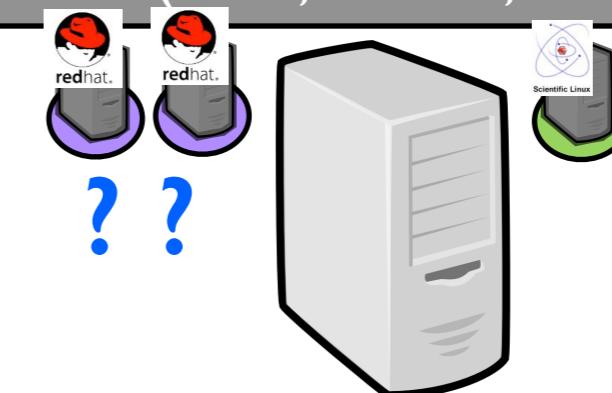
Monitoring Layer Scheduling Layer

VMH i-2-2 ... VMH i-2-n

VMH r-1-1

?

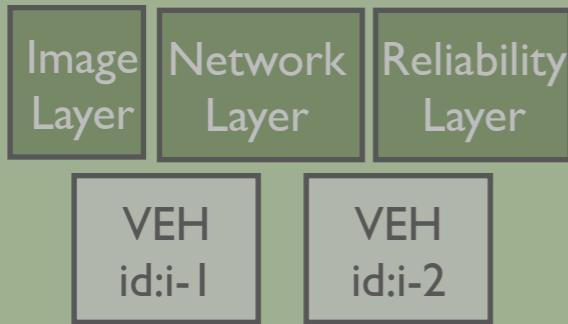
Bare Hardware Wrapper
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DISCOVERY - Nodes Crashes

DISCOVERY Agent node i

Virtual Environments Tracker i



Discovery Network Tracker

Local Resources Tracker

Monitoring Layer Scheduling Layer

VMH i-1-1 ... VMH i-1-n

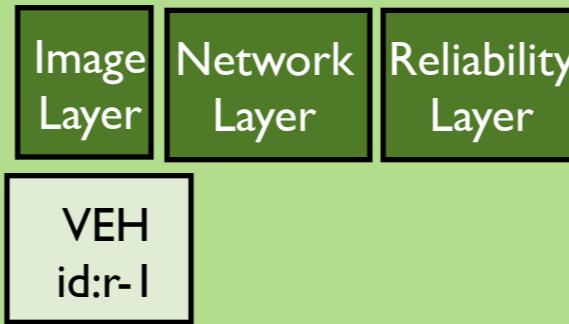
VMH i-2-1

Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)



DISCOVERY Agent node r

Virtual Environments Tracker r



Discovery Network Tracker

Local Resources Tracker

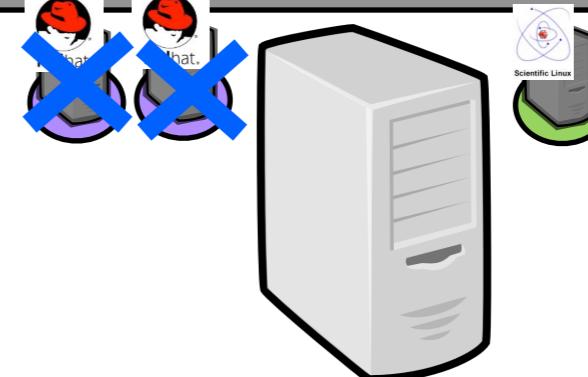
Monitoring Layer Scheduling Layer

VM*X*i-2-2 ... VM*X*r-2-n

VMH r-1-1

VMH i-1-1 ... VMH i-1-n

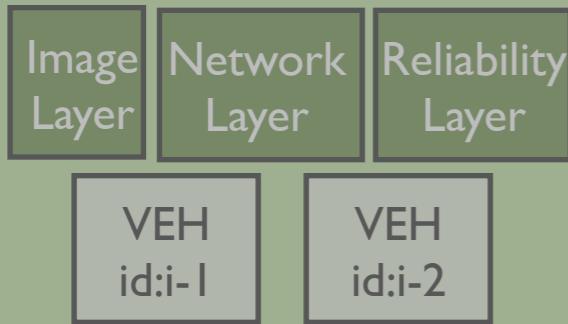
Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)



DISCOVERY - Nodes Crashes

DISCOVERY Agent node i

Virtual Environments Tracker i



Discovery Network Tracker

Local Resources Tracker



VMH i-1-1 ... VMH i-1-n

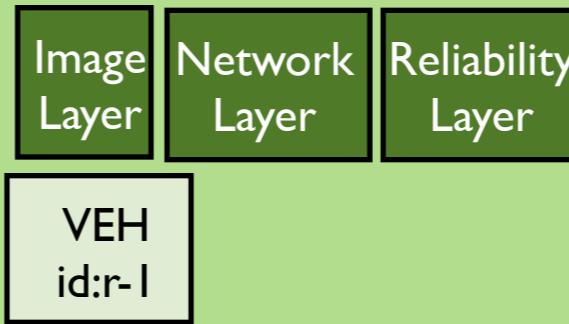
VMH i-2-1

Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)



DISCOVERY Agent node r

Virtual Environments Tracker r



Discovery Network Tracker

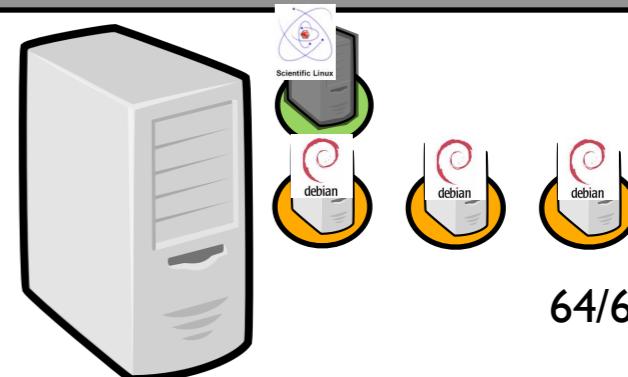
Local Resources Tracker



VMH r-1-1

VMH i-1-1 ... VMH i-1-n

Bare Hardware Wrapper
(libvirt, xentools, OCCI, ...)



Discovery from the Software Programming Point of View

Background - Actor Model

- Model for concurrent computation
- Actors are the primitive for parallel computing
- Actors communicate with messages
- Actors process only one message at a time
- No shared state between actors

No lock for data (no barriers)
scalability



- “Let it crash” pattern

Erlang
Fault tolerance



Supervisor and Peer concept

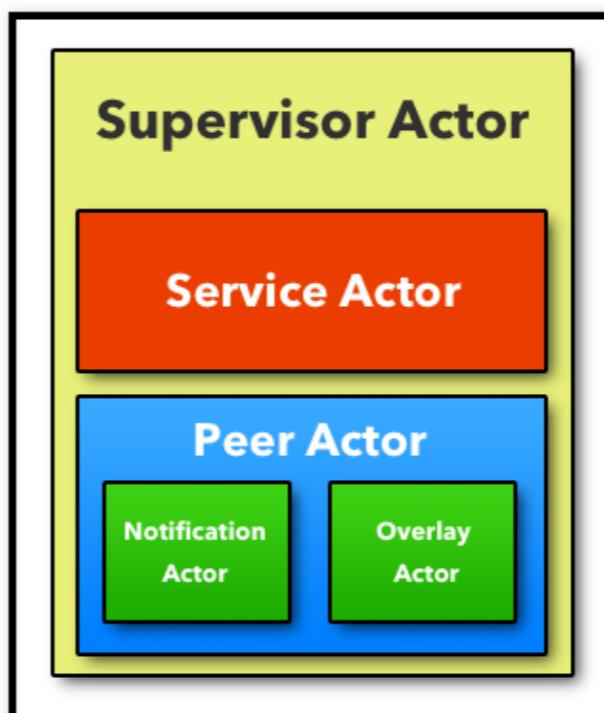
- **PeerActor**: primitive for developing an application over an overlay (abstraction of the network concerns)

OverlayActor: Implement the overlay

NotificationActor: Event bus (overlay modifications)

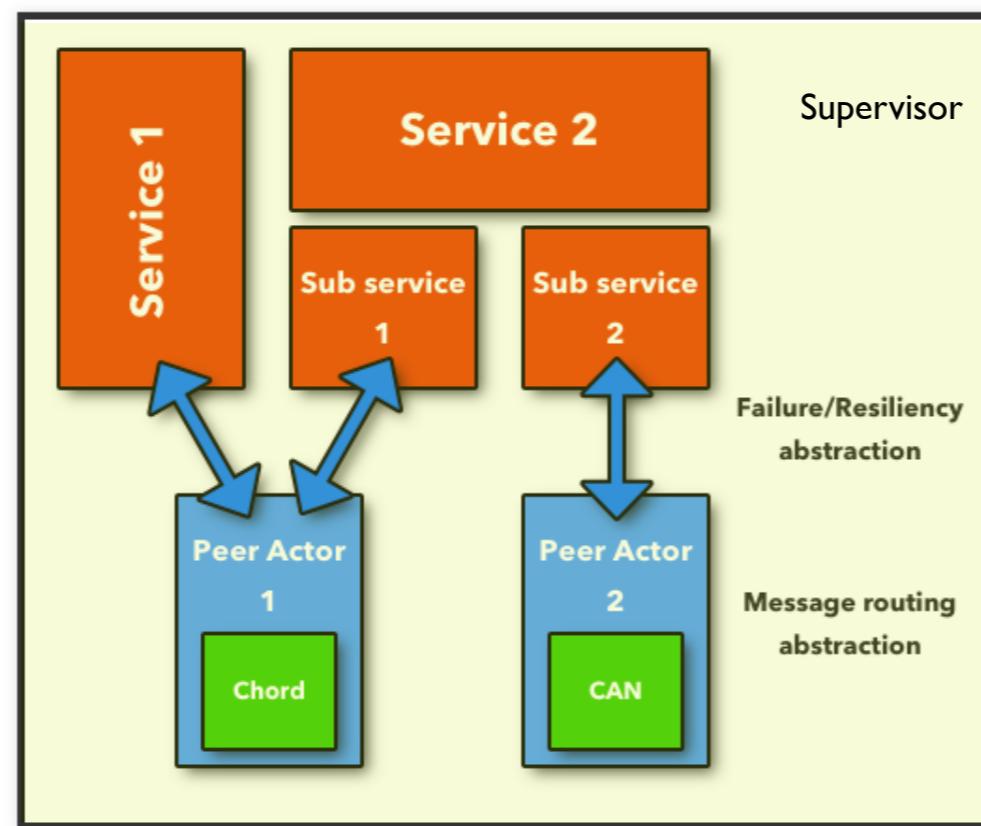
- **SupervisorActor**: monitoring of sub actors

Analyze failures causes, decides what to do, ...



The Discovery Software Programming Model

- Discovery system will be composed of several services
- Each service will use one or more PeerActor
- Each service will be monitored by a SupervisorActor
- Resiliency will be handled by SupervisorActor

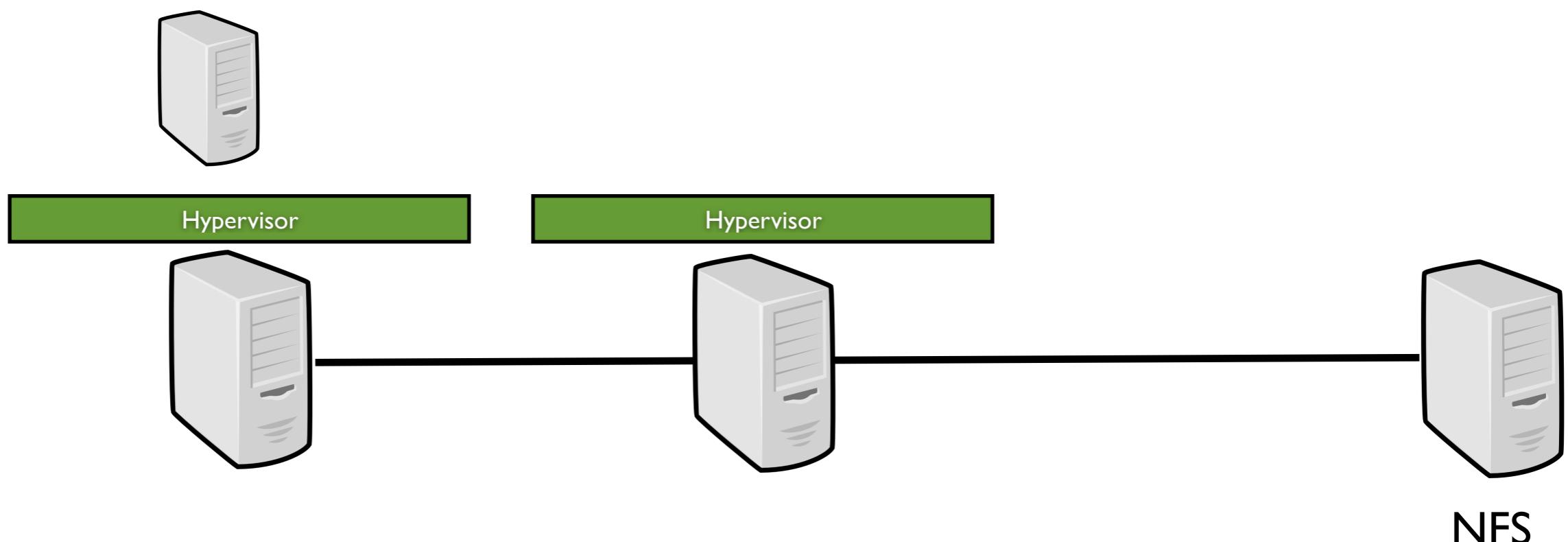


The Discovery Software Programming

- AkkaArc
 - PeerActor + SupervisorActor definitions (Scala/Akka)
 - A Chord Implementation
- Reimplementation of the DVMS proposal with fault tolerant mechanisms in less than 3 months 
- Implementation of distributed IPOP like system (on-going work)

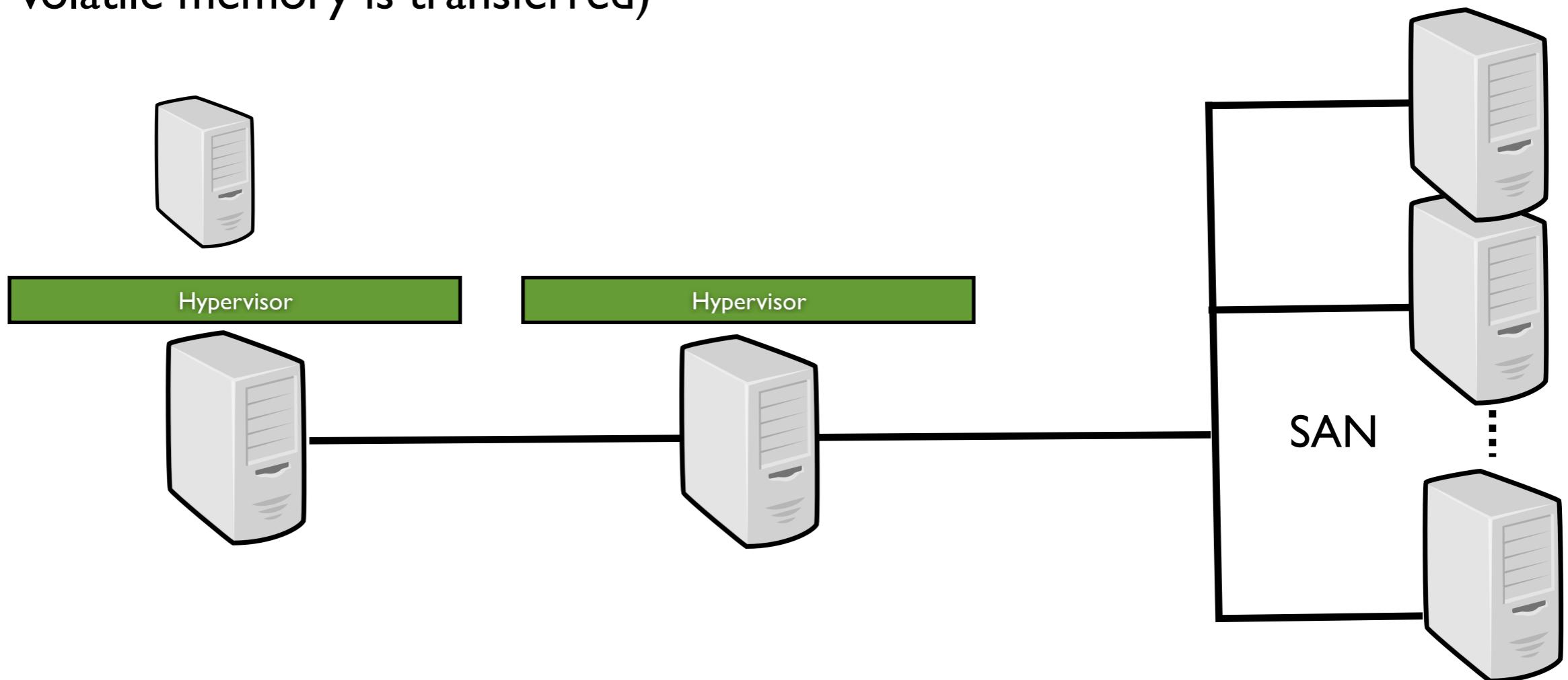
Conclusion

- VM : volatile states vs persistent ones
 - VM images (AMI Amazon Machine Image)
- VM migration requires efficient storage mechanisms
 - Exploit a distributed file system (NAS/SAN)
(only volatile memory is transferred)



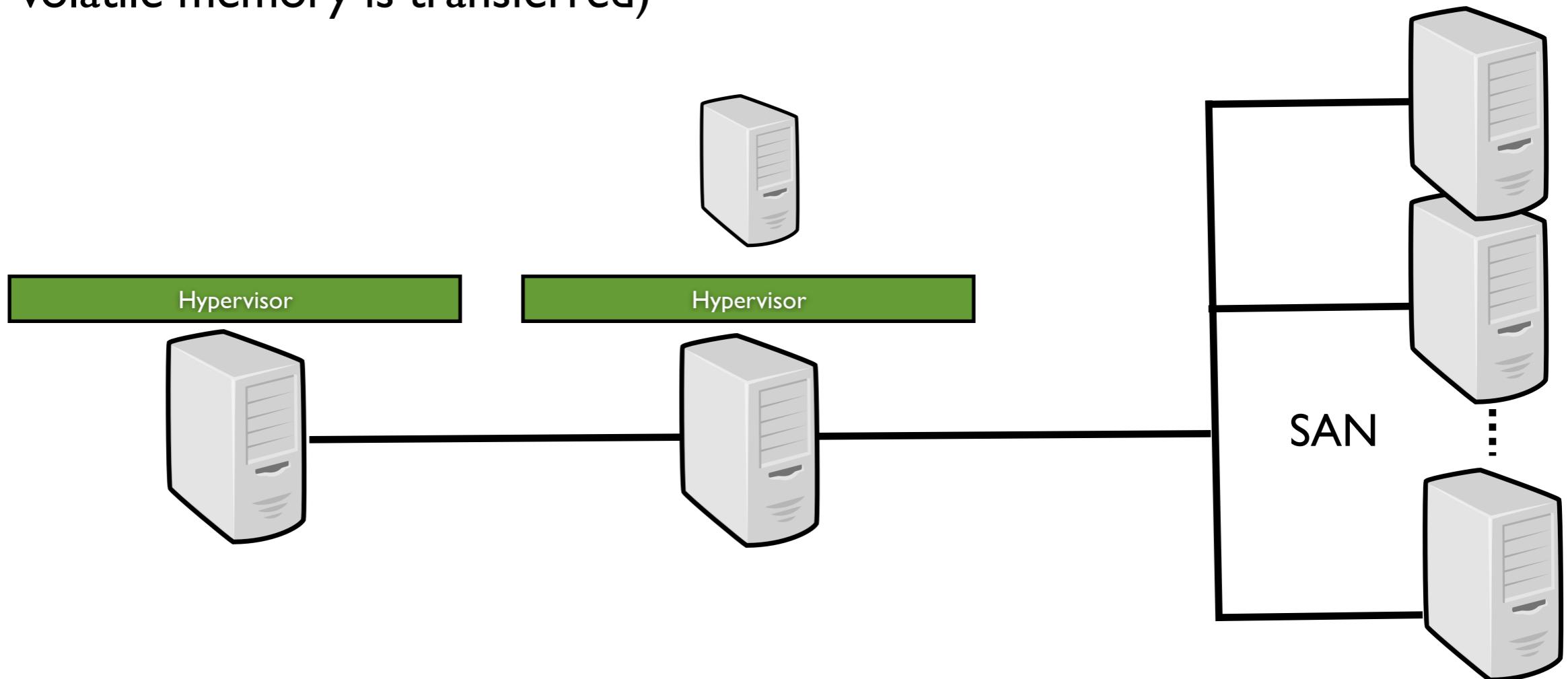
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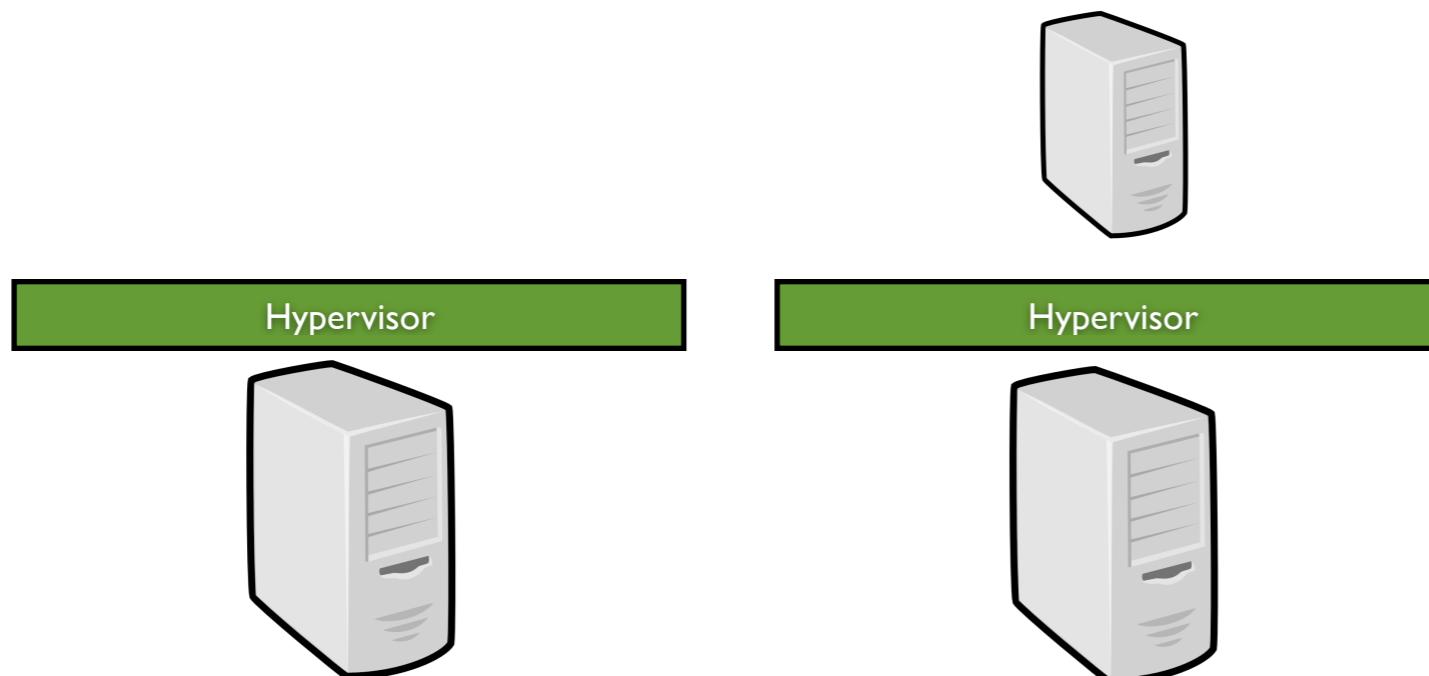
Conclusion

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Conclusion

- VM : volatile states vs persistent ones
 - VM images (AMI Amazon Machine Image)
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 - Exploit a distributed file system (NAS/SAN)
 - (only volatile memory is transferred)



Copy HDD image from the source to the destination node

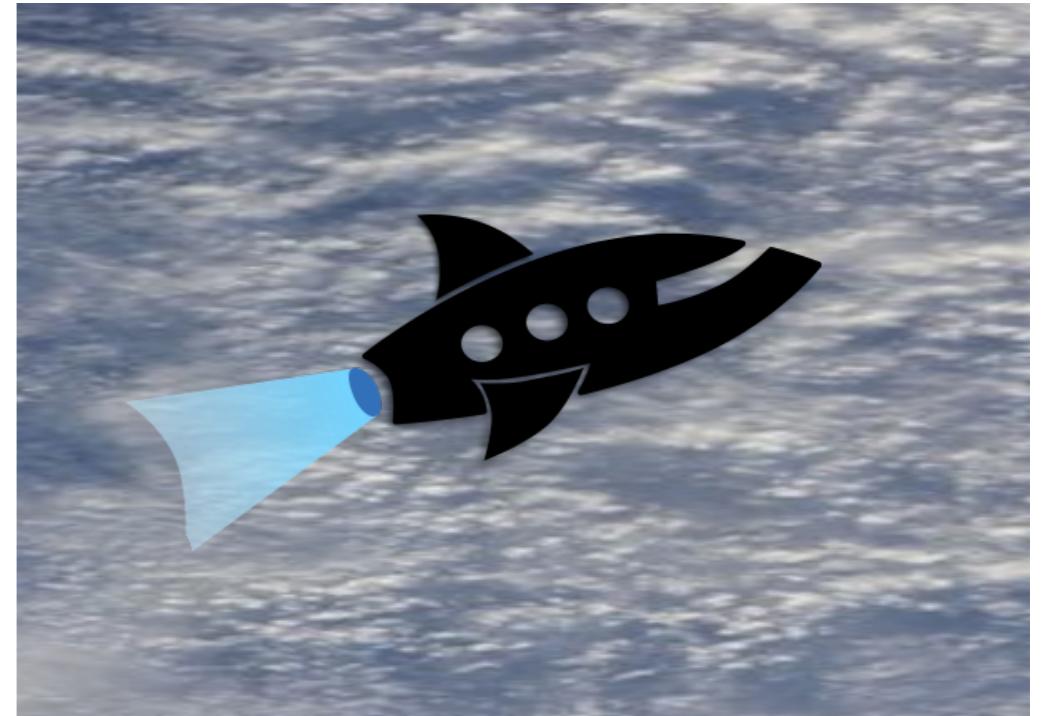
Portable but expensive (some contributions such as qcow/backing file solutions, background pre-copy,..)

Conclusion

- Cloud Computing technology is changing every day
 - New features, new requirements

The main challenge of the Discovery Initiative is to ensure that such new features/mechanisms can run in a distributed manner.
- But Distributed Cloud Computing is happening !
 - Dist. CC workshop (collocated with IEEE/ACM UCC 2013)
 - FOG Computing workshop (collocated with IEEE ICC 2013)

Thanks

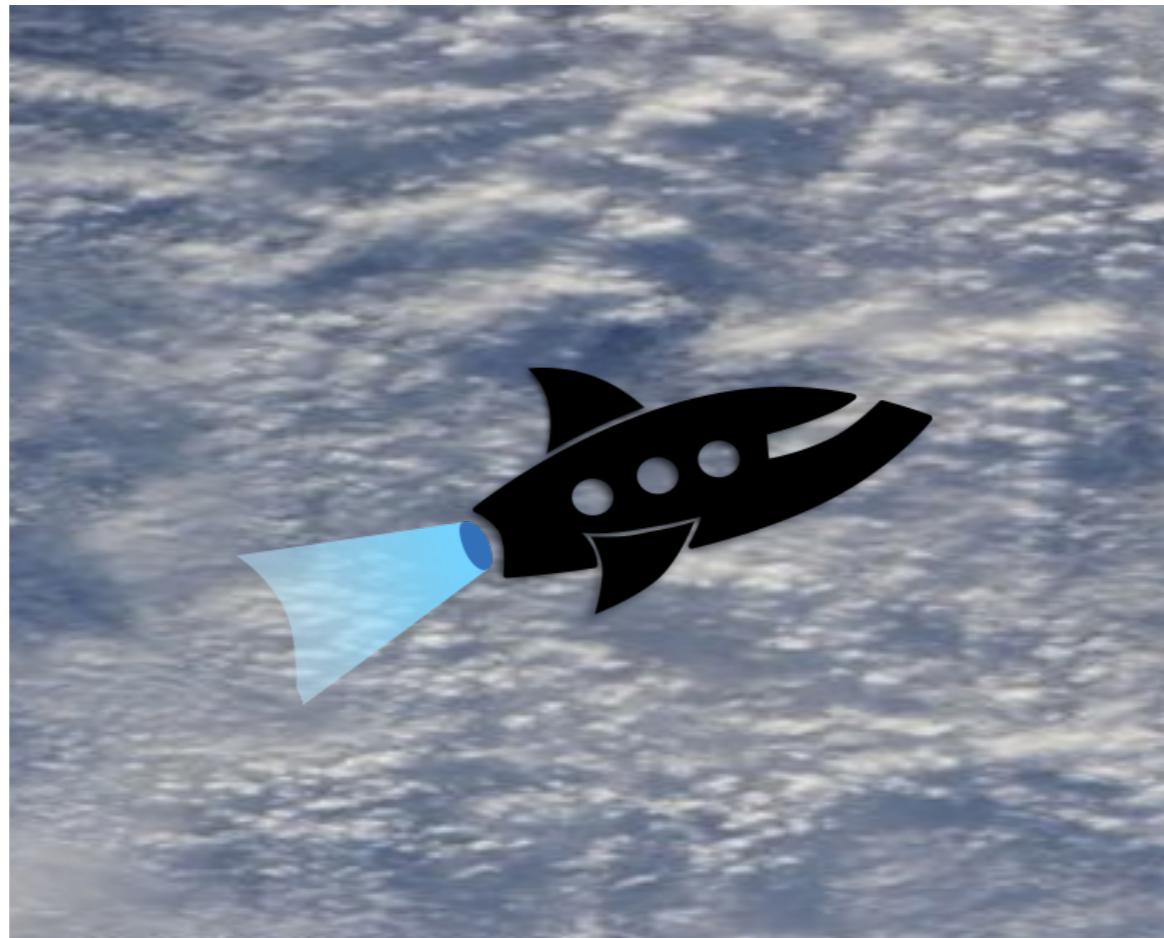


- The Discovery Initiative
Past and on-going contributors

Paolo Anedda, Marin Bertier, Frédéric Desprez, Massimo Gaggero, Fabien Hermenier, Flavien Quesnel, Jean-Marc Menaud, Jonathan Pastor, Rémi Pottier, Etienne Riviere, Thomas Ropars, Jonathan Rouzaud-Cornabas, Cédric Tedeschi, Gianluigi Zanetti...

<http://beyondtheclouds.github.io/>

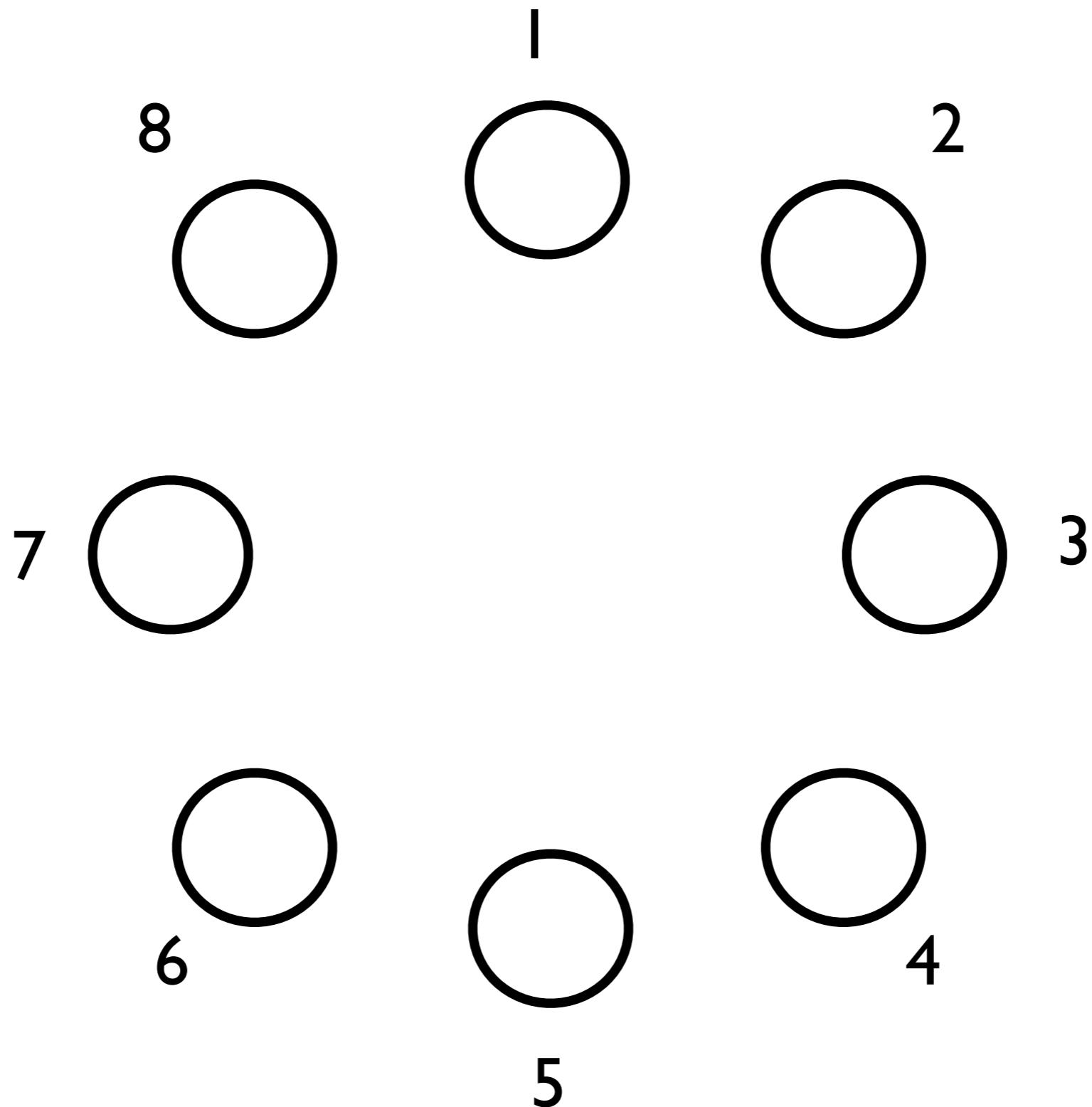
Beyond the Clouds, the DISCOVERY Initiative



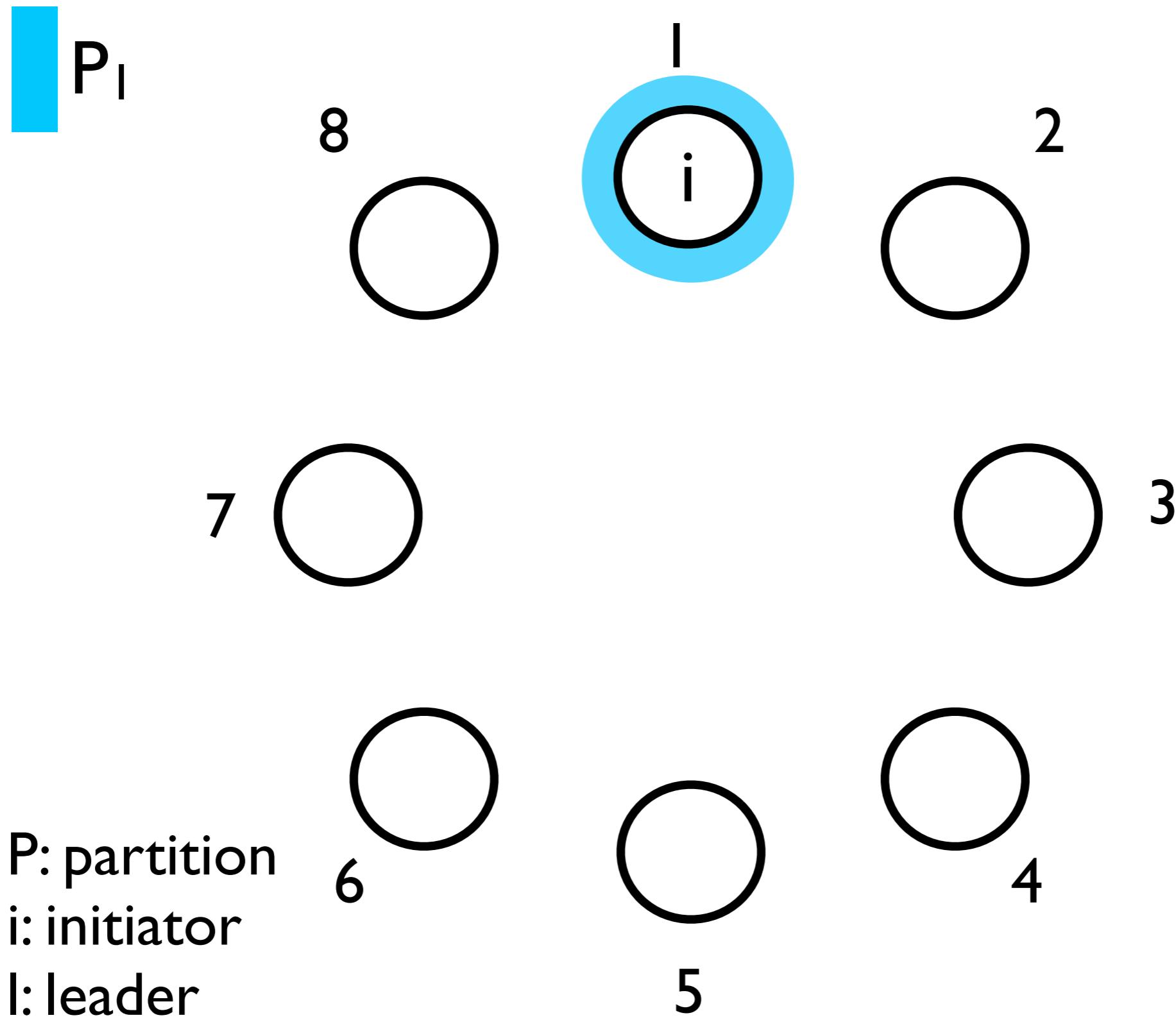
Localization is a key element to deliver
efficient as well as sustainable Utility Computing Solutions

Backup / Advanced Informations

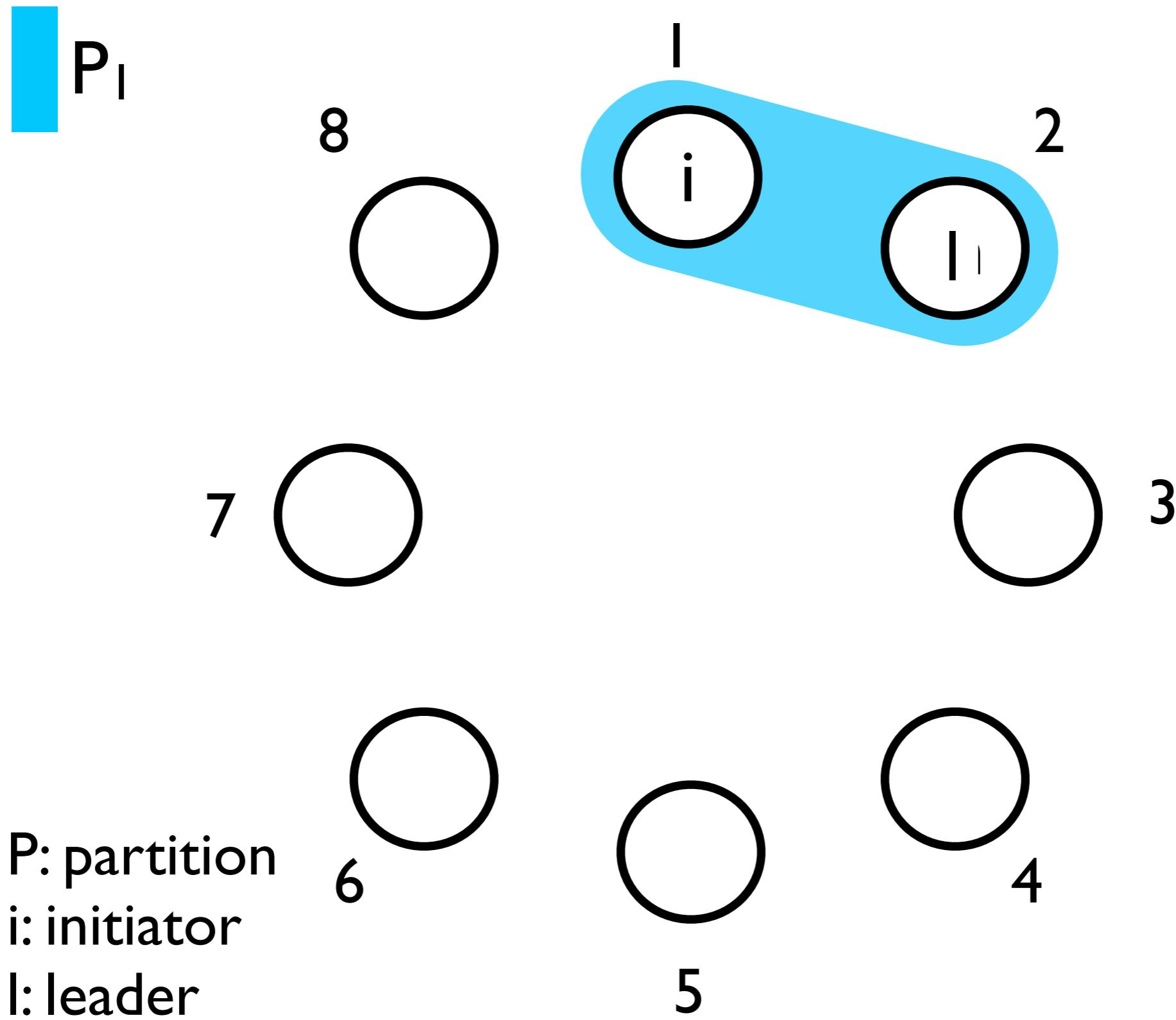
DVMS Proposal - Main Algorithm



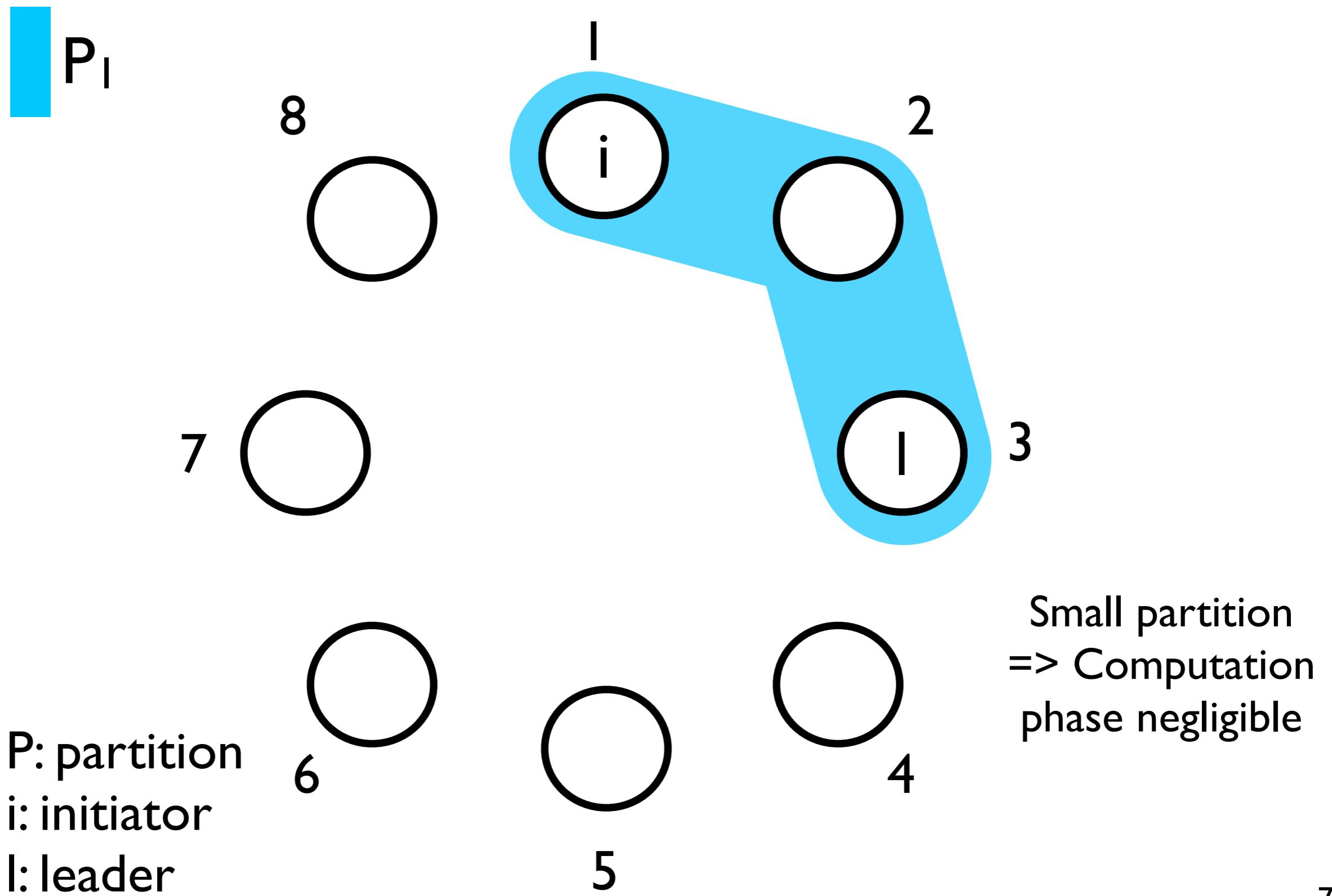
DVMS Proposal - Main Algorithm



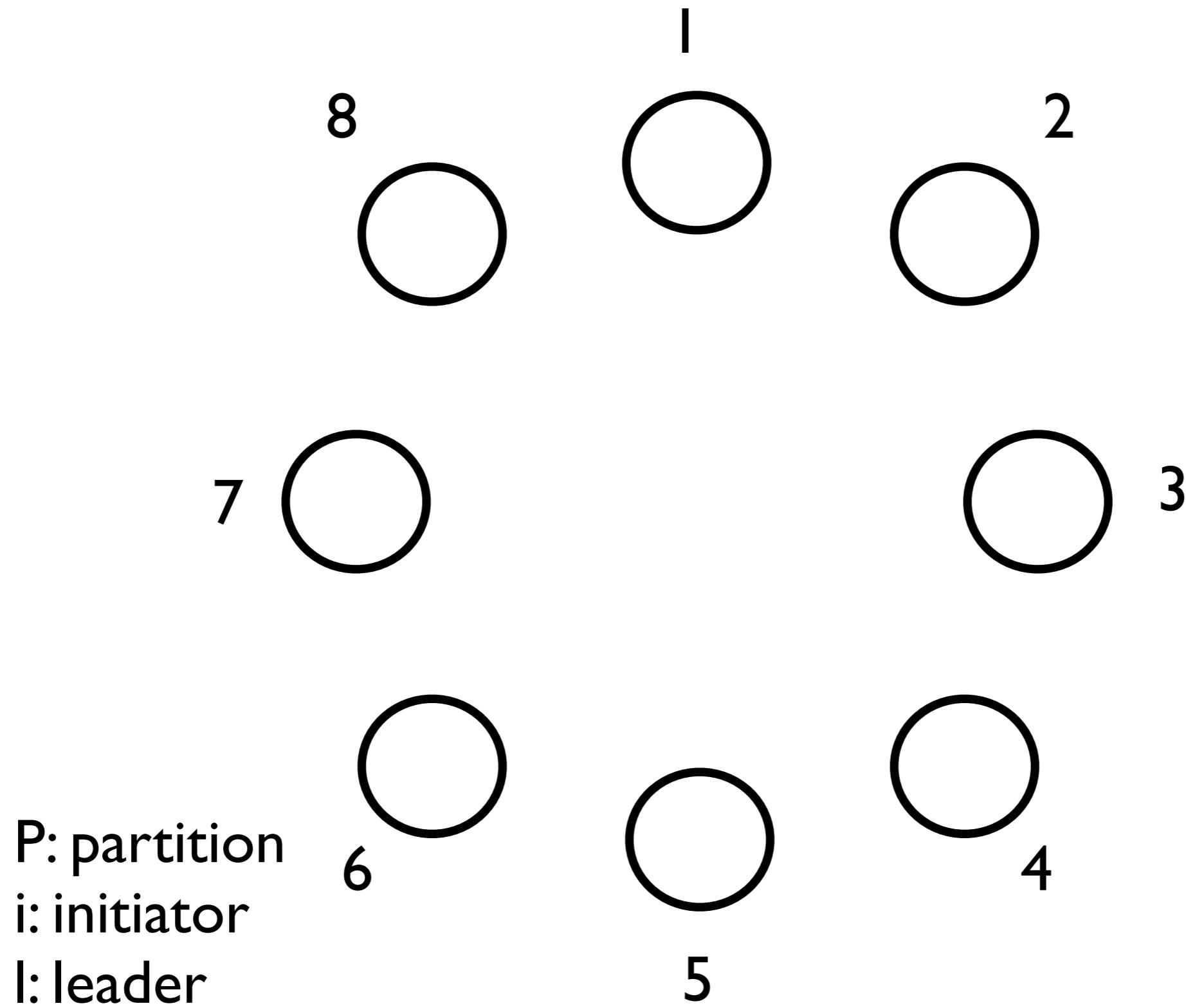
DVMS Proposal - Main Algorithm



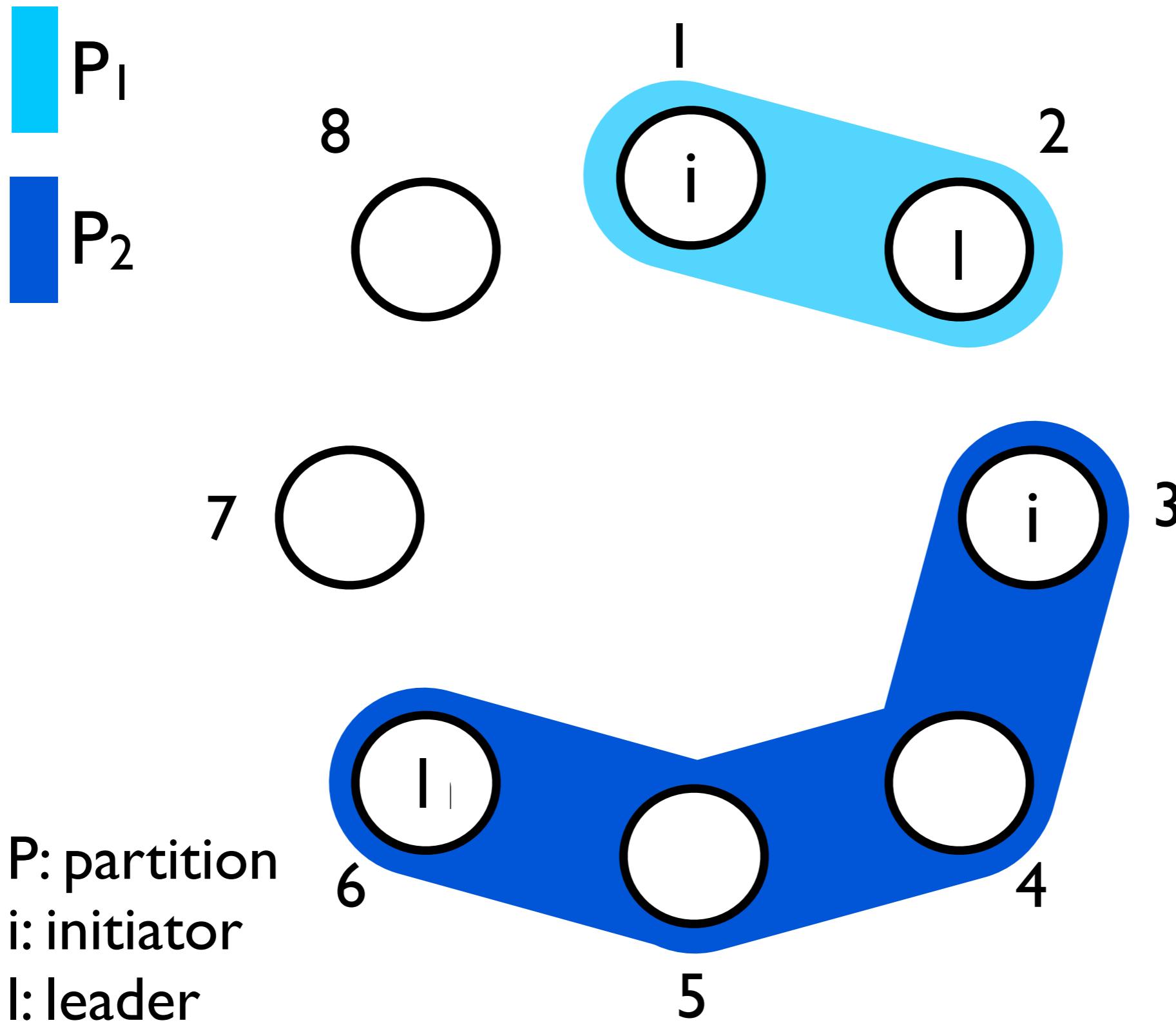
DVMS Proposal - Main Algorithm



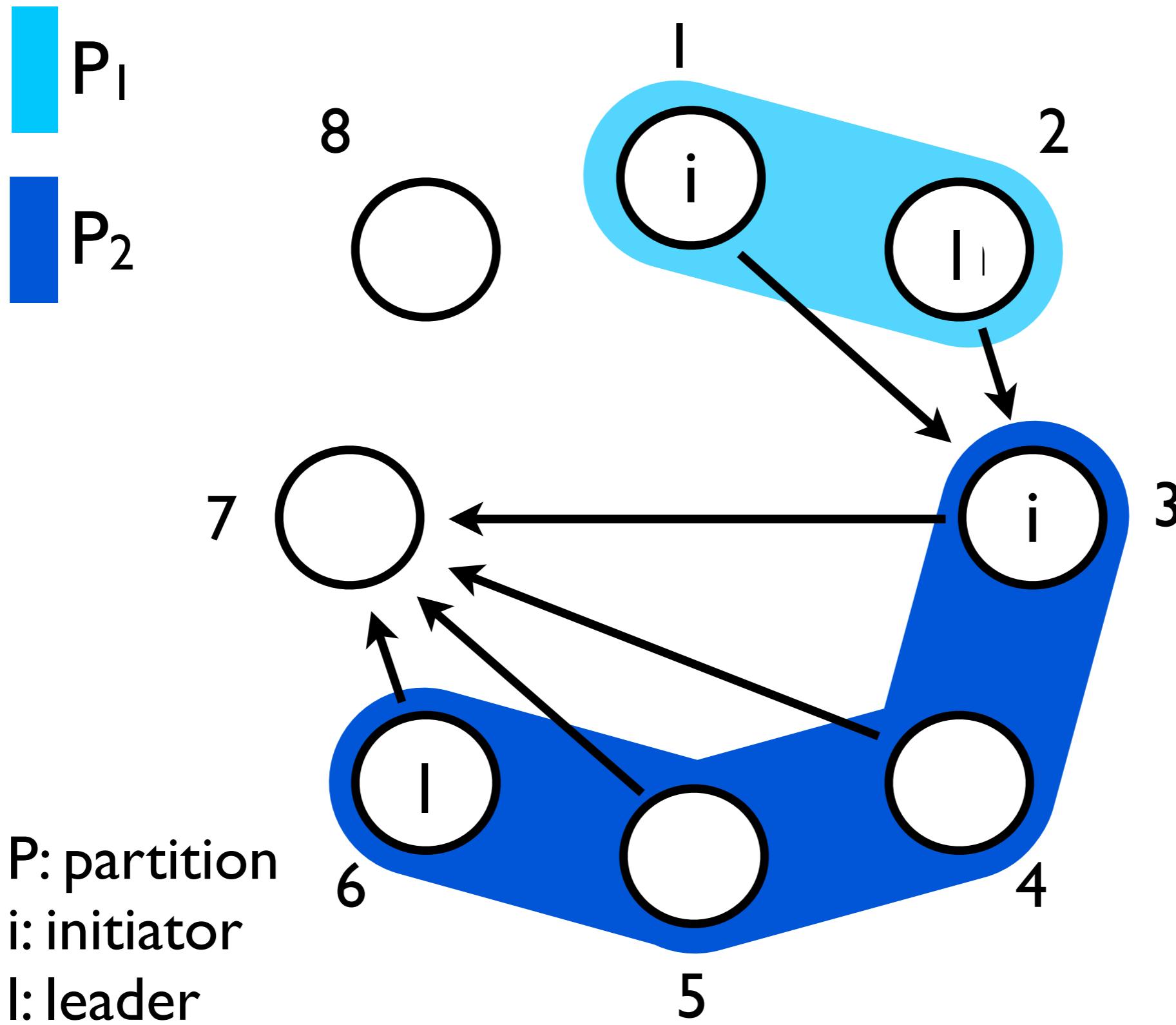
DVMS Proposal - Main Algorithm



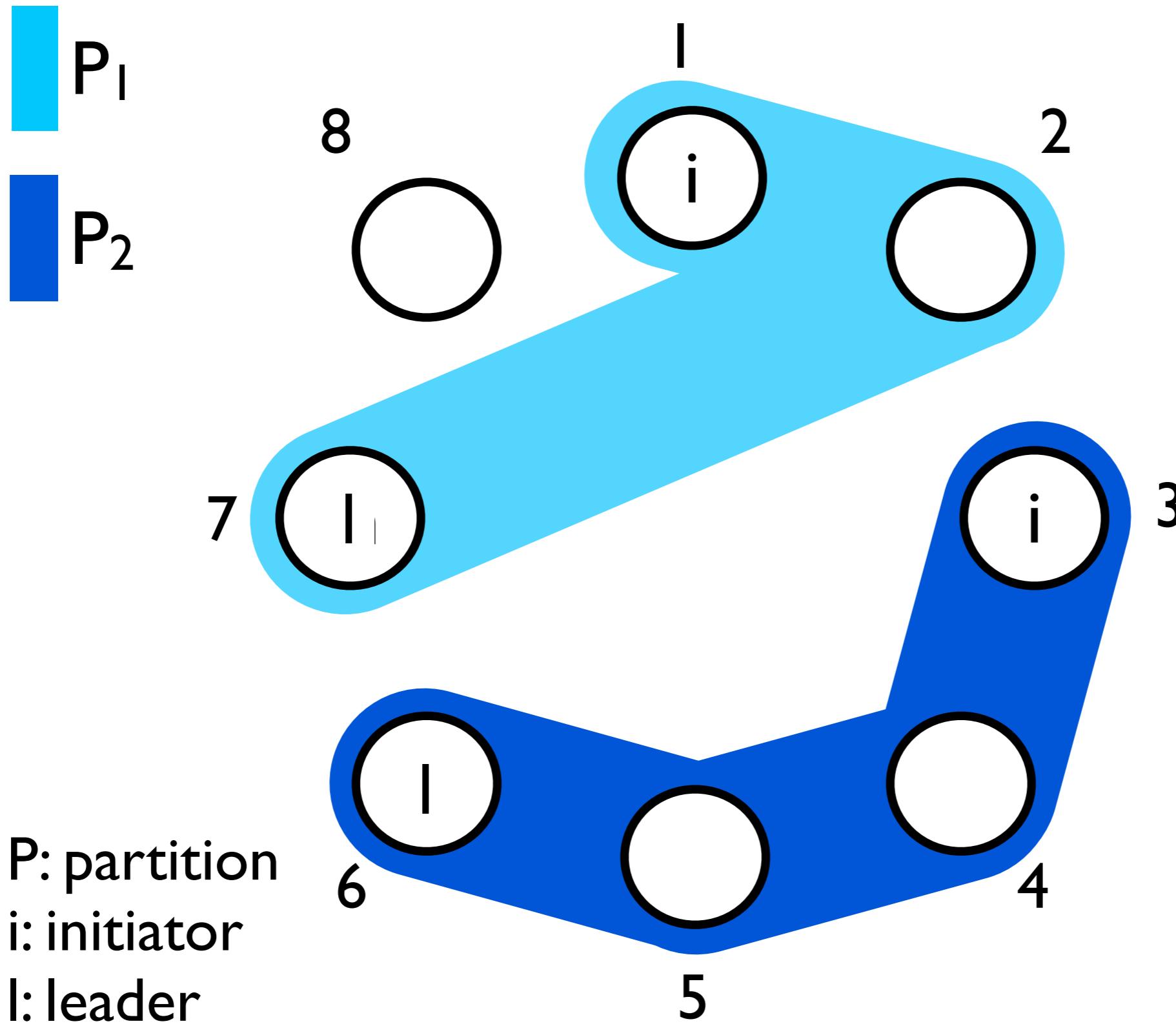
DVMS Proposal - Shortcuts



DVMS Proposal - Shortcuts



DVMS Proposal - Shortcuts



P: partition

i: initiator

l: leader

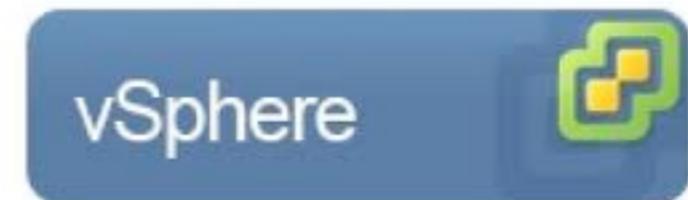
Operating IaaS Platforms

A state of the art (in 5 slides)



Operating IaaS - CloudKit (*Cloud OS ?*)

- Proprietary proposals
- vCloud/vSphere (vmware) 60%



ESXi

- XenServer/Xen Cloud platform (20%)

Xen

- Microsoft System Center VM (20%)

Hypervisors agnostic

CITRIX® XenServer



Credits: <http://www.v-index.com>
Virtualization Industry Quarterly Survey

Operating IaaS - CloudKit (*Cloud OS ?*)

- Academic proposals

Nimbus (Freeman and Keahey, University of Chicago)

Based on GT4 and the Globus Virtual Workspace Service

Target: cloud for science

Tutorials and documentation in “grid space”



Open Nebula (Montero & Llorente, DSA-Research at UCM)

Support for the Xen, KVM and VMware

Access to Amazon EC2 (cloud bursting)

Probably, the most deployed in EU (2012)



Eucalyptus (Wolsky, University of Santa Barbara)

Web services based implementation of elastic/utility/cloud computing infrastructure



Operating IaaS - CloudKit (*Cloud OS ?*)

- Community proposals

OpenStack

Supported by several industrials

Successor of OpenNebula for the core of the Ubuntu cloud proposal



CloudStack

Supported by CITRIX

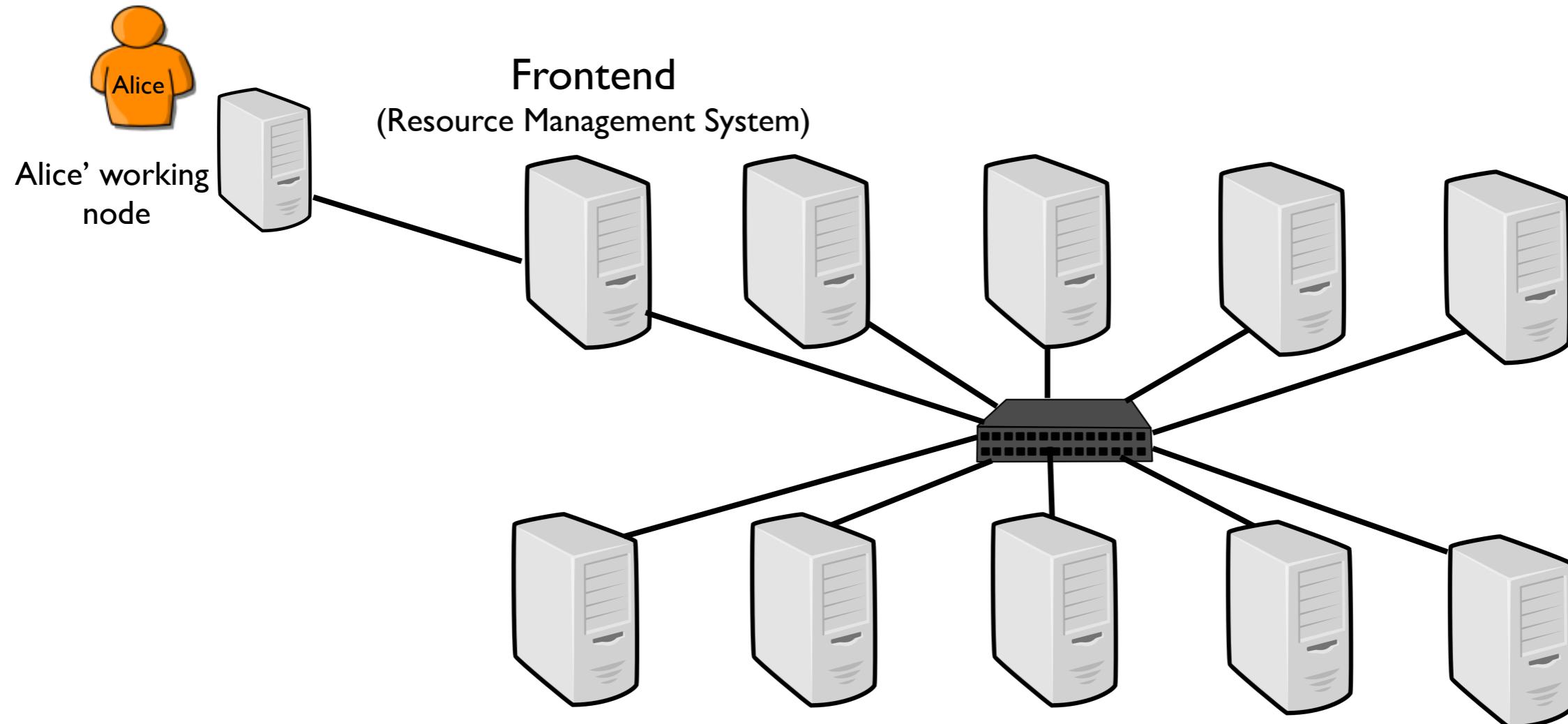
Full JAVA implementation

Apache project



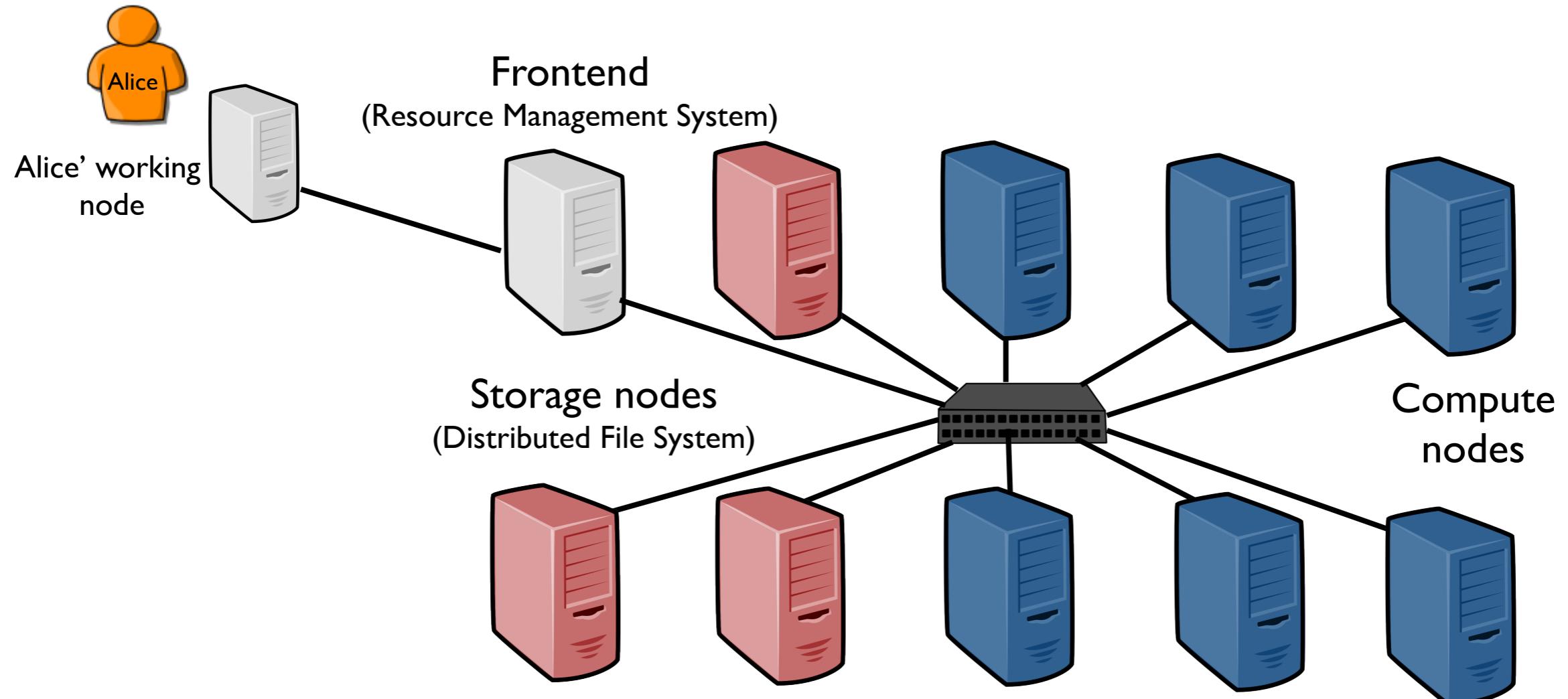
Utility Computing - Successive Generations

- Network of Workstations 1990 / 20xx



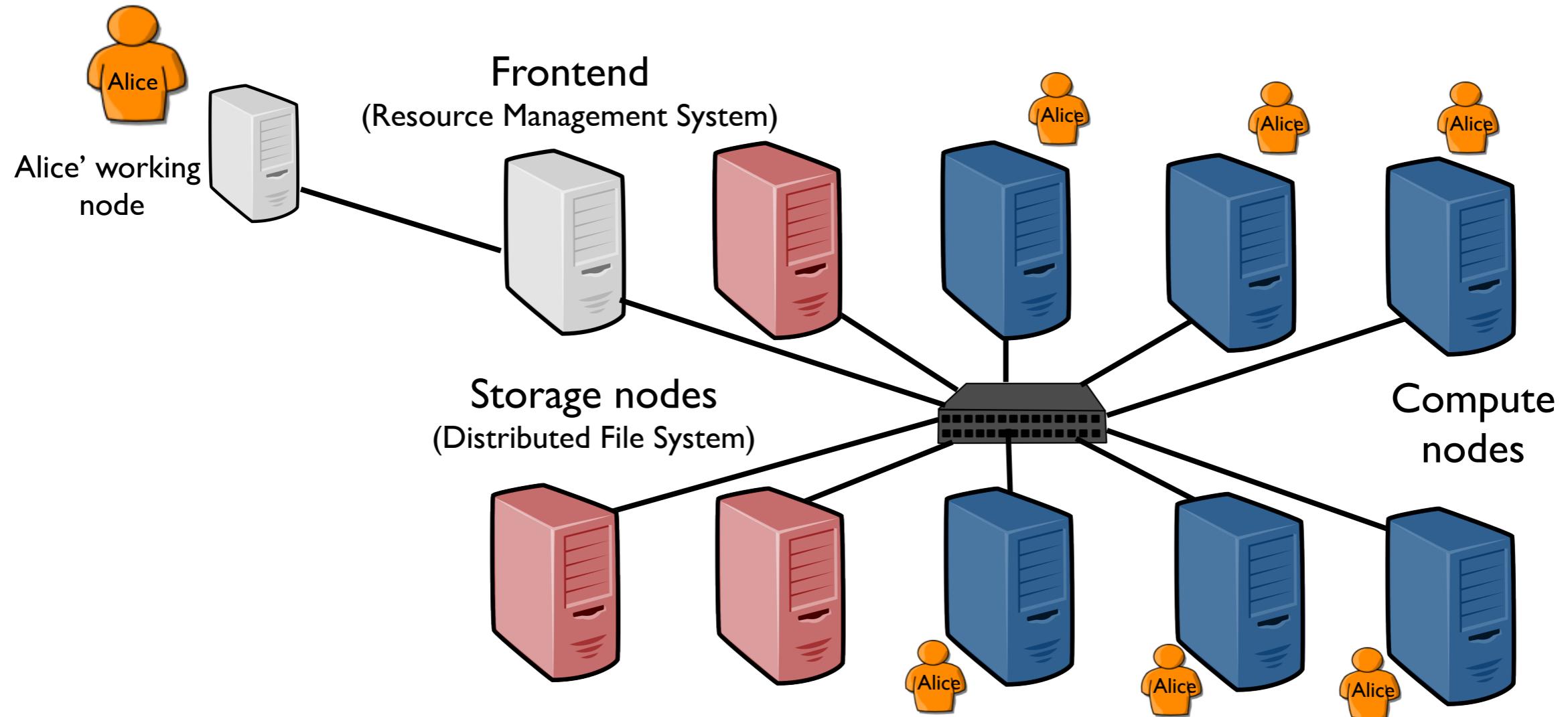
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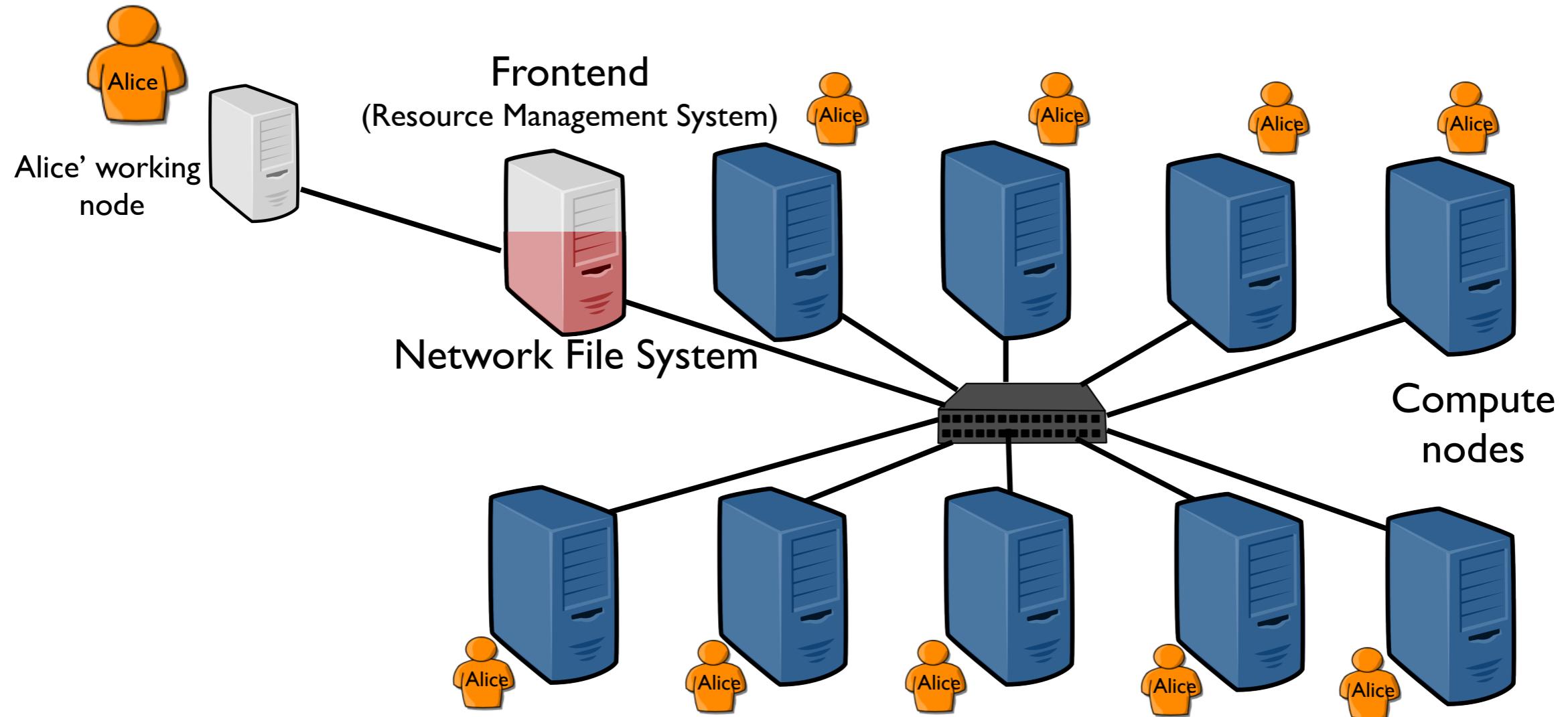
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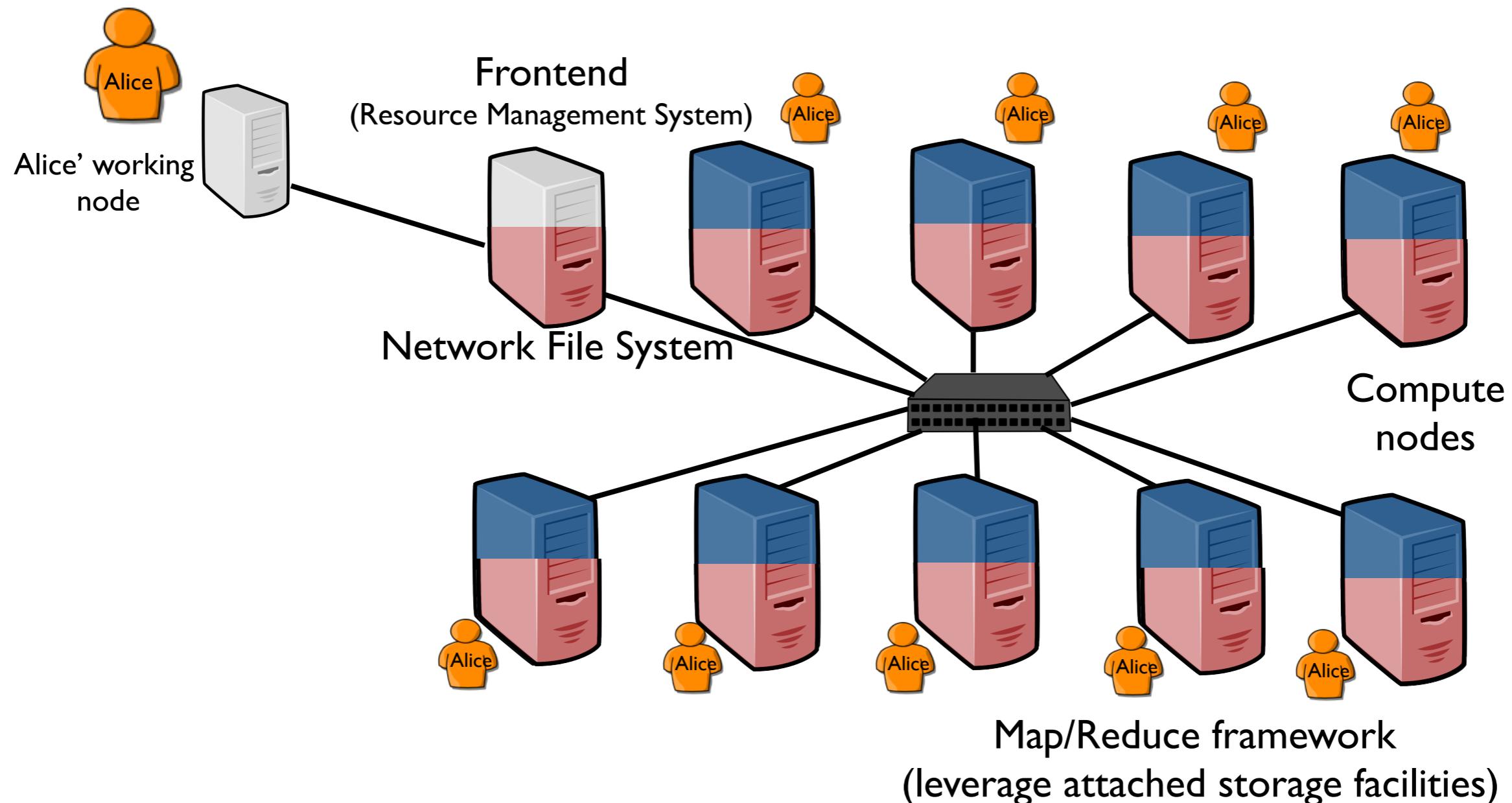
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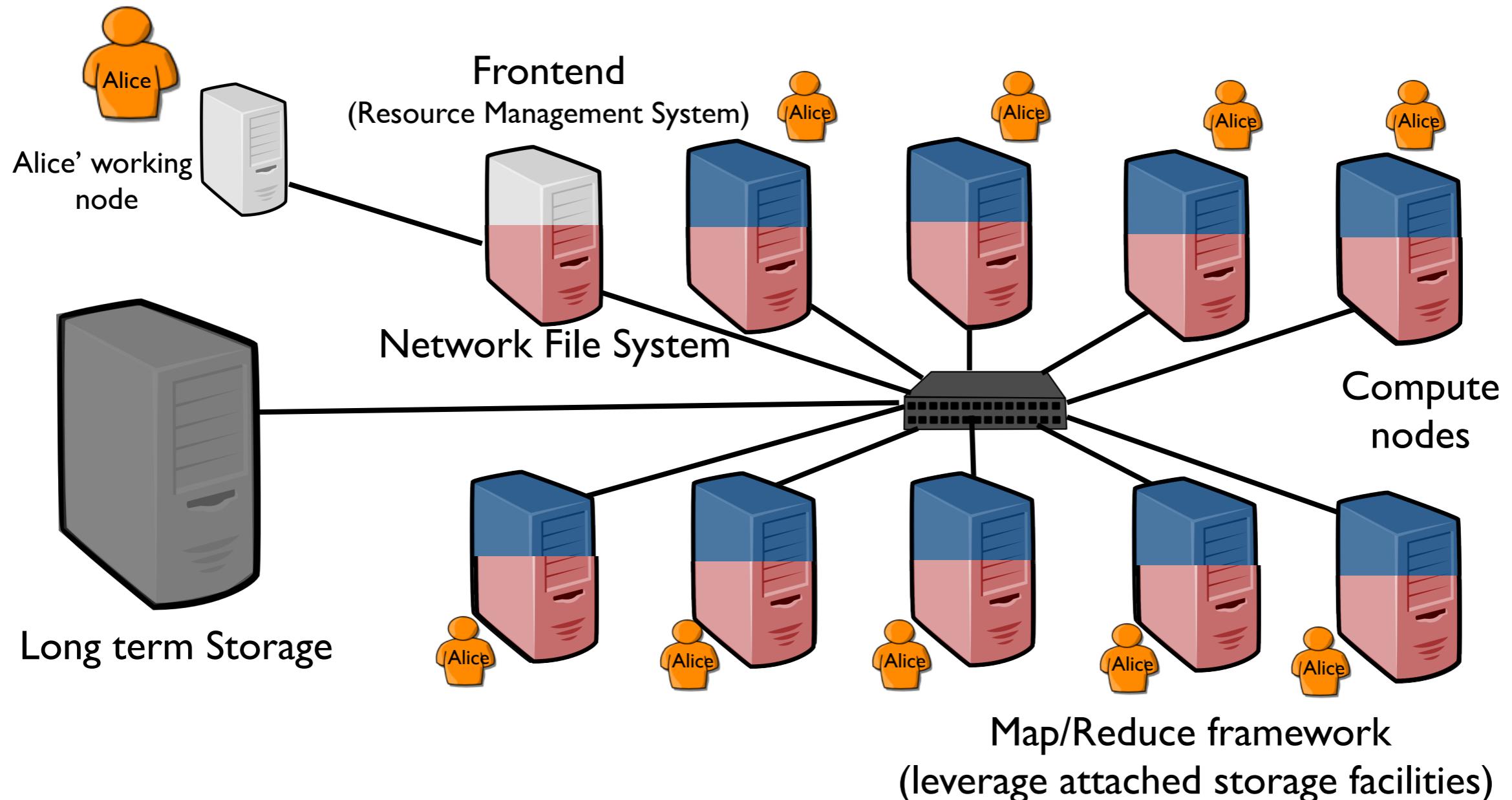
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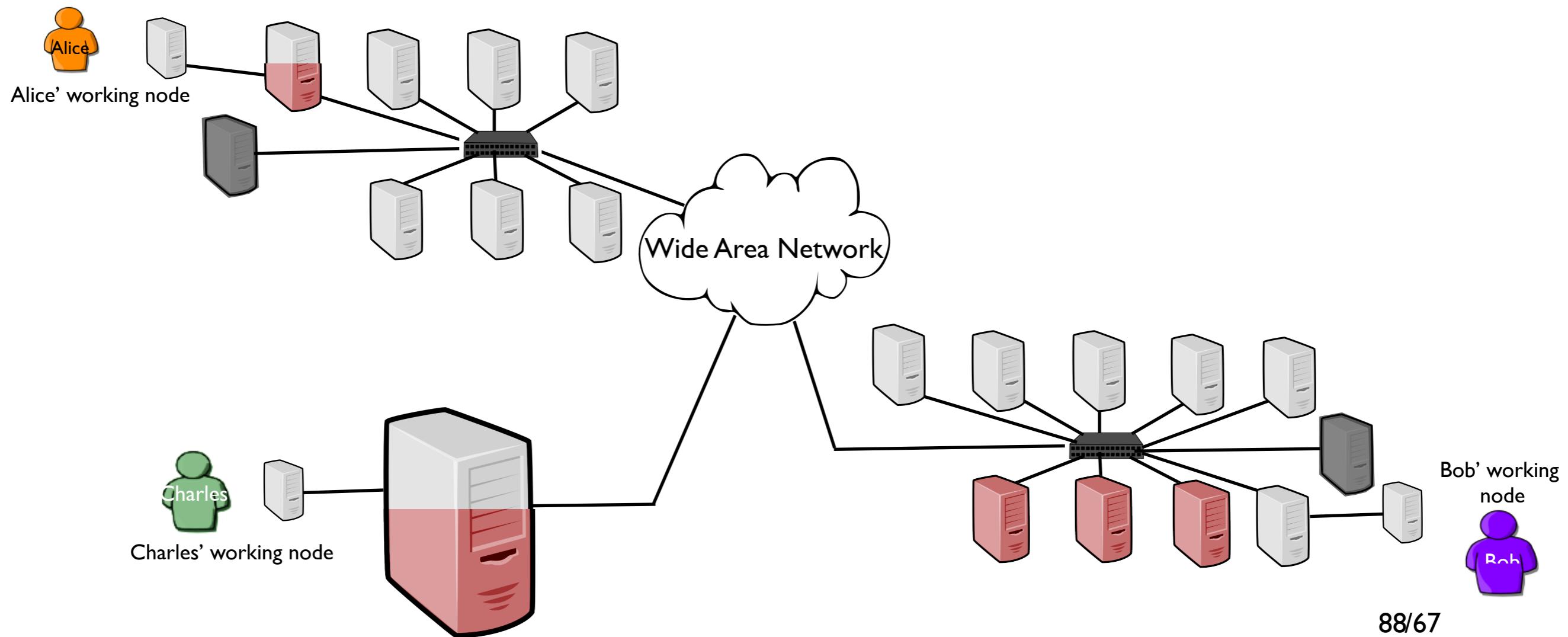
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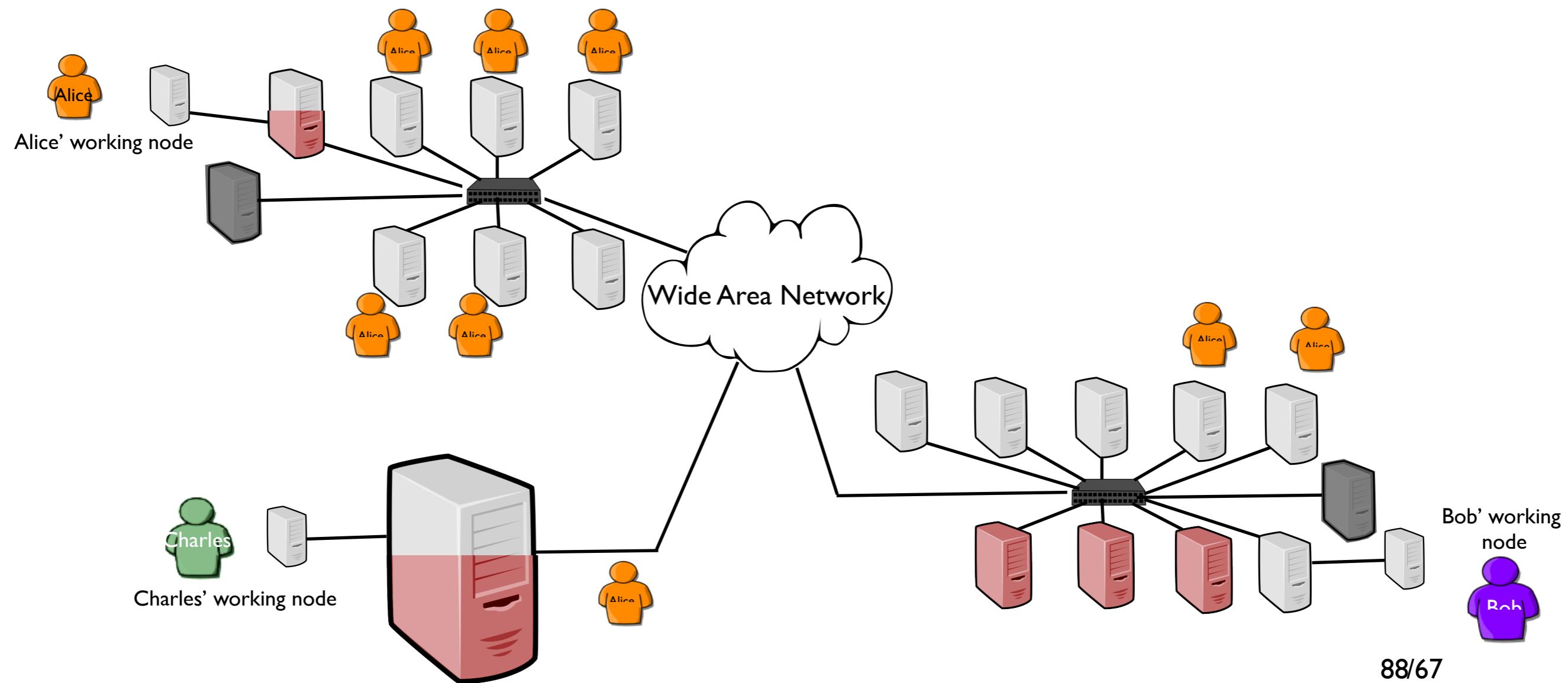
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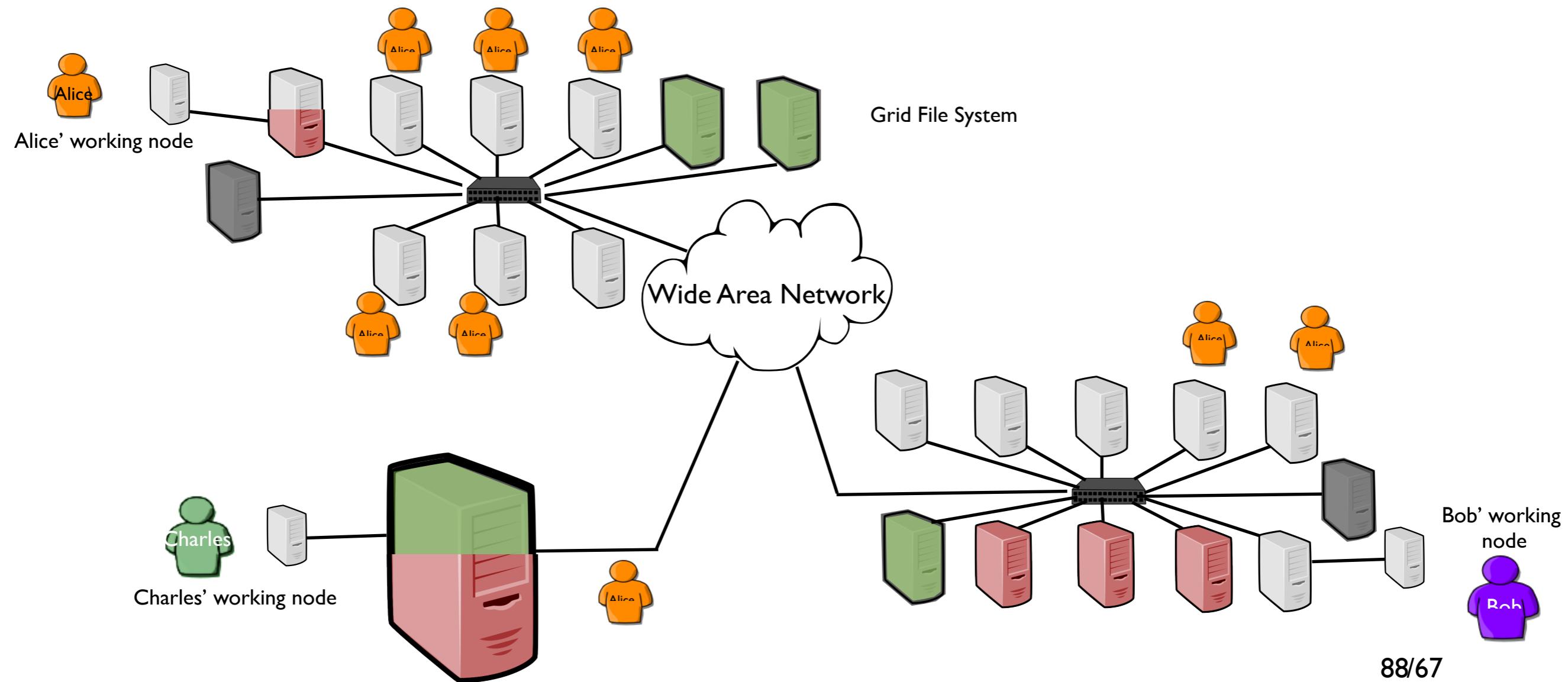
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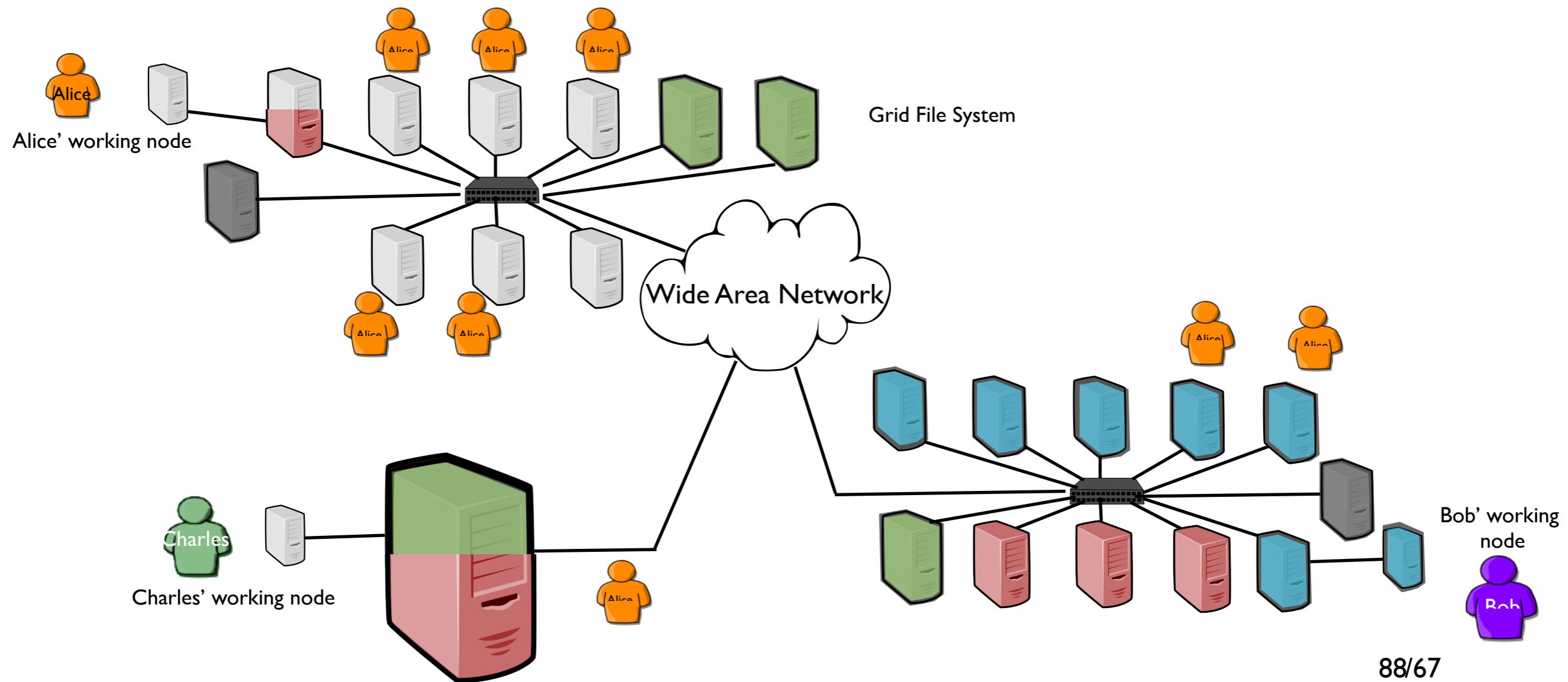
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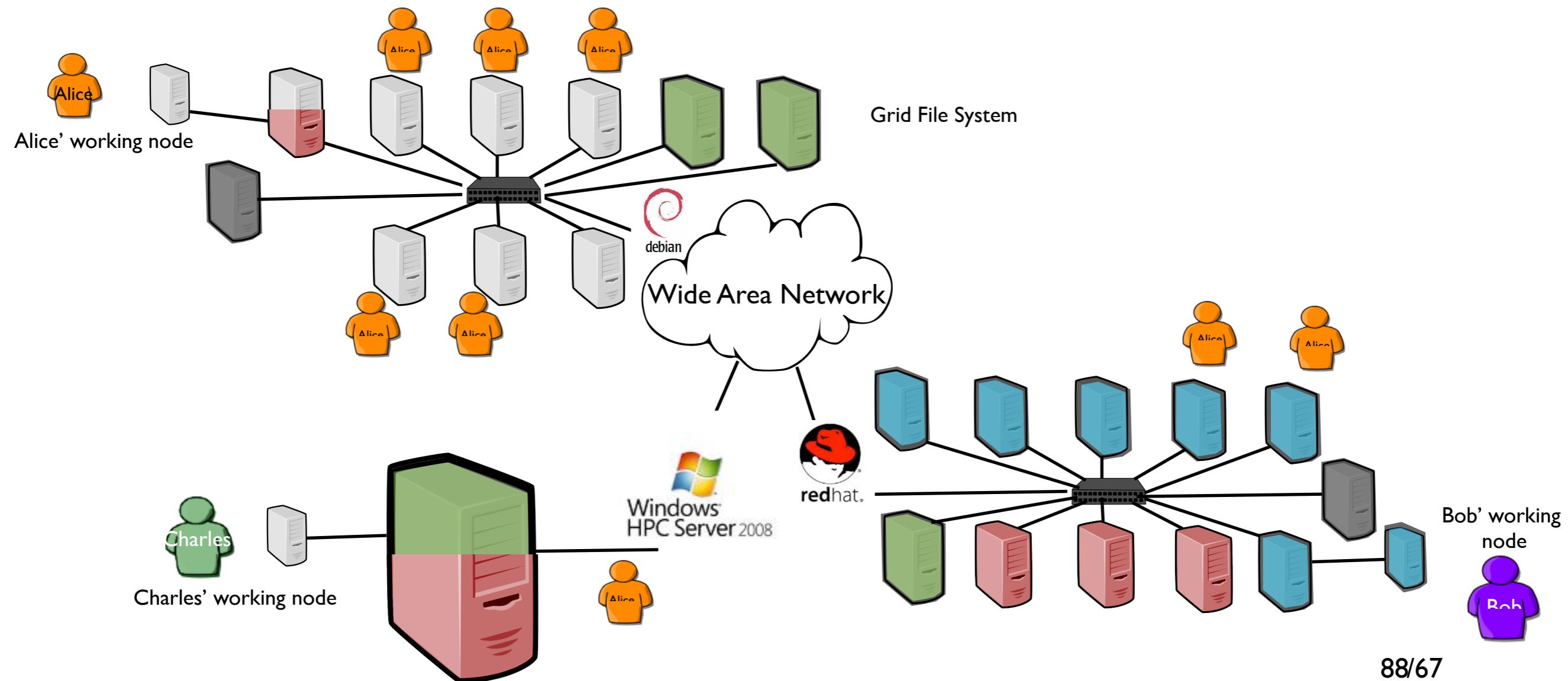
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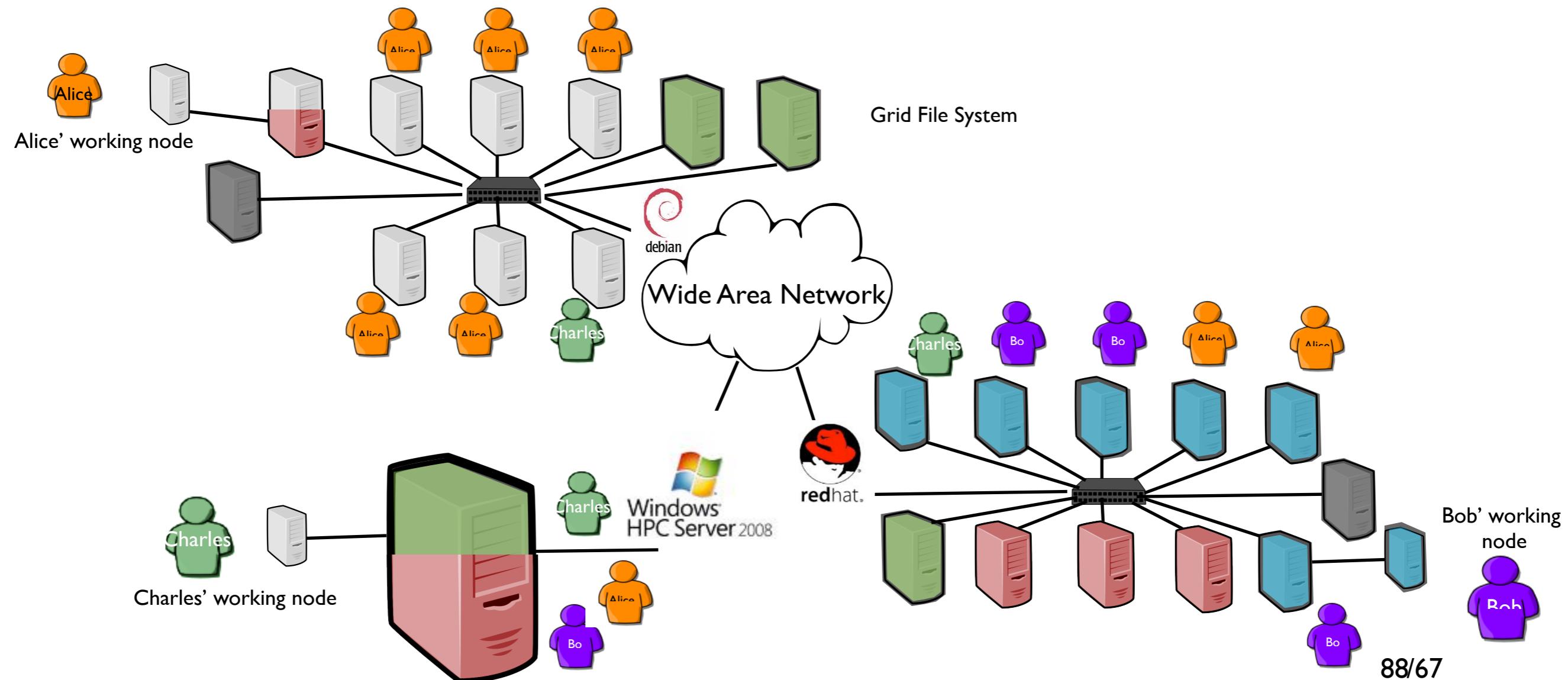
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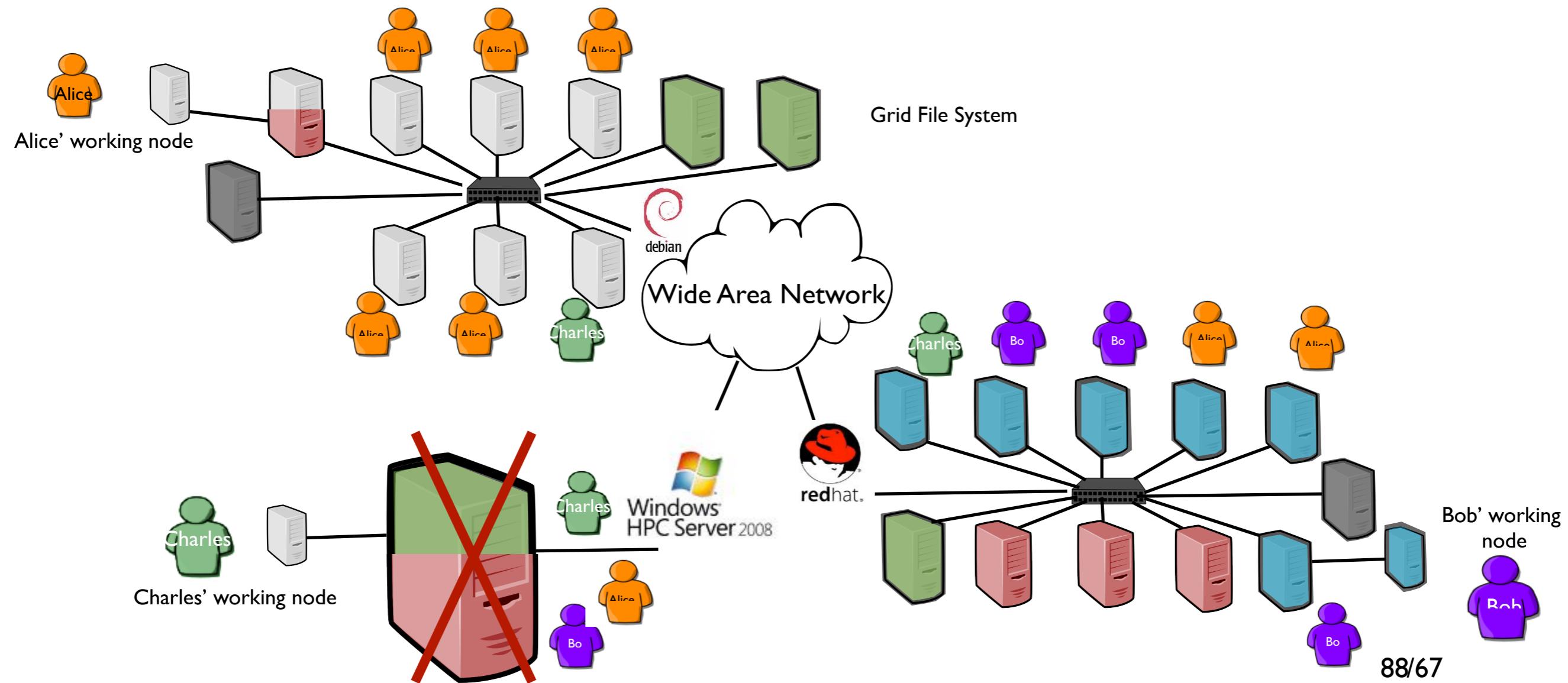
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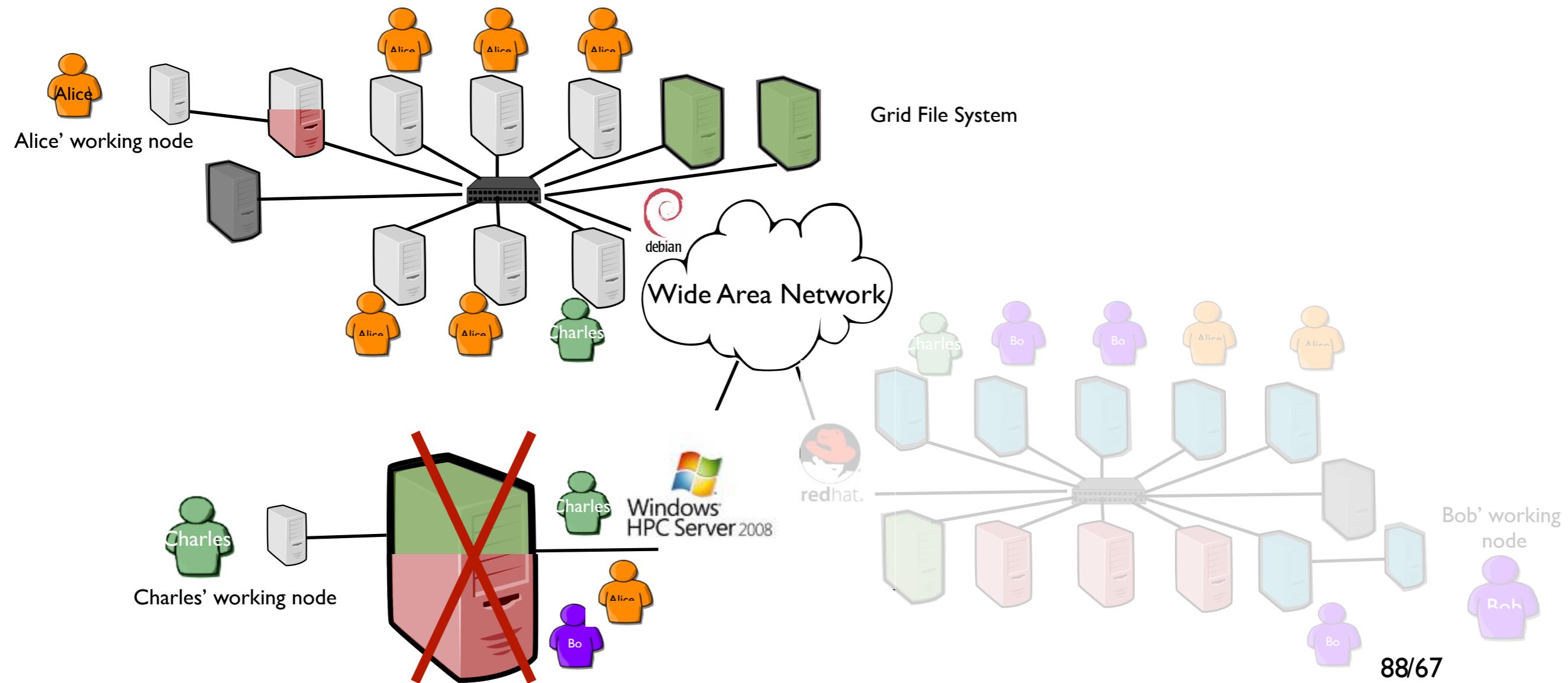
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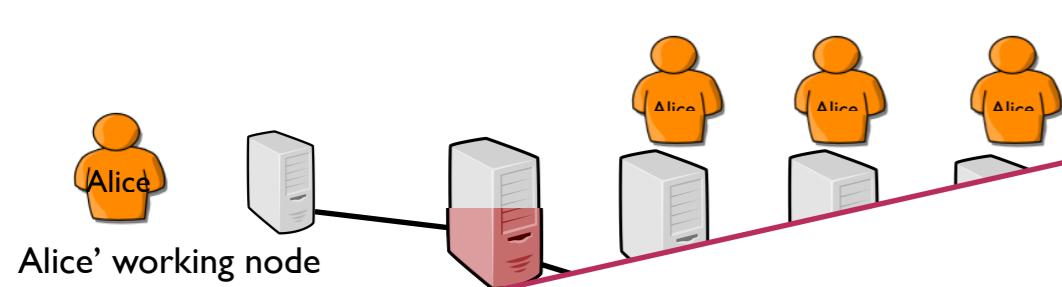
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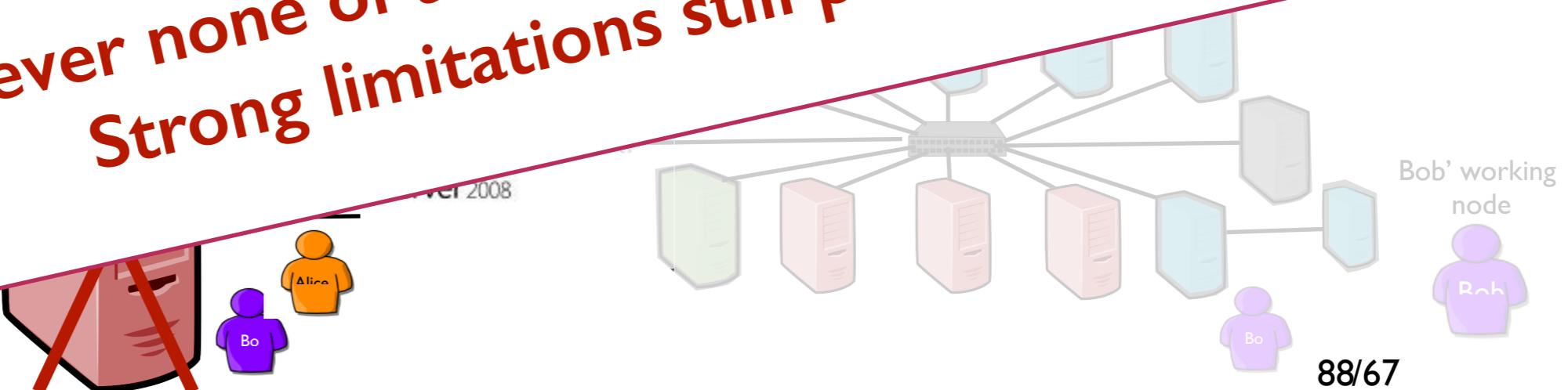
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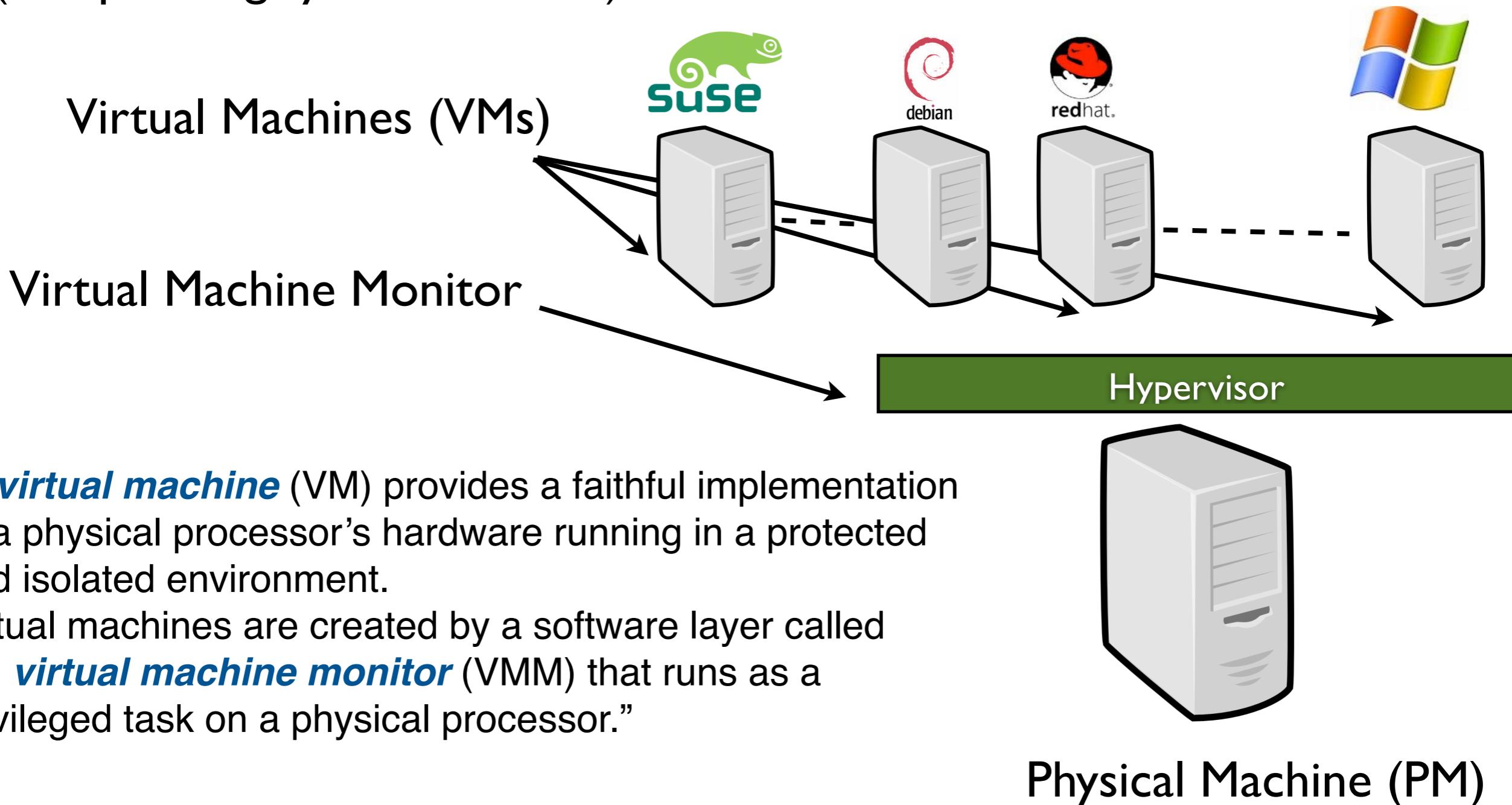
A lot of progress has been done since the 90's and several proposals partially addressed these concerns.

However none of them is mature enough and Strong limitations still persist !



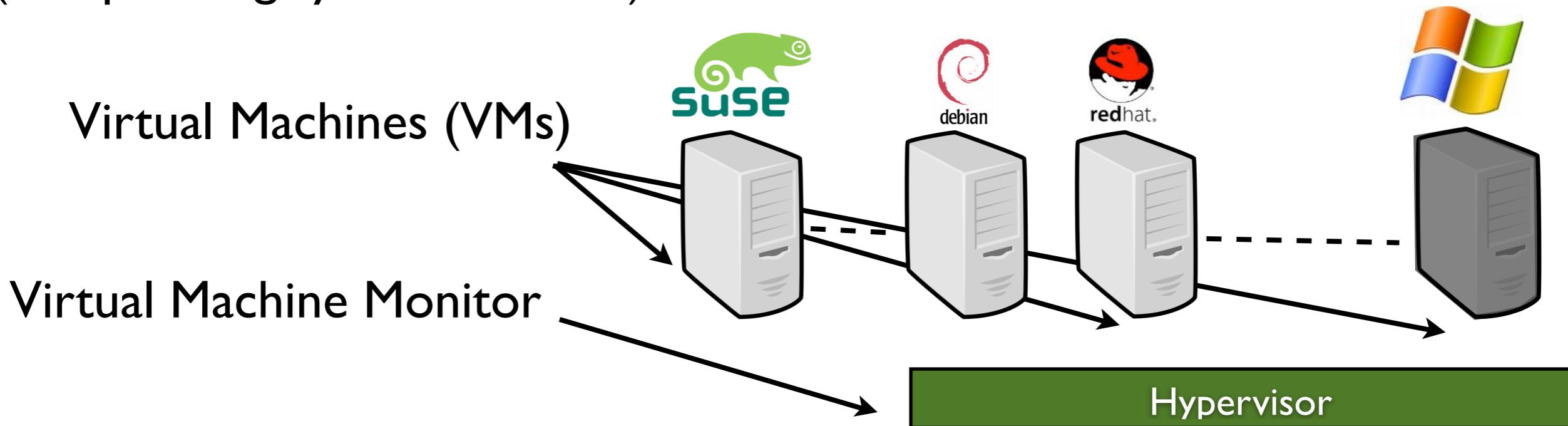
Here Comes System Virtualization

- One to multiple OSes on a physical node thanks to a hypervisor (an operating system of OSes)



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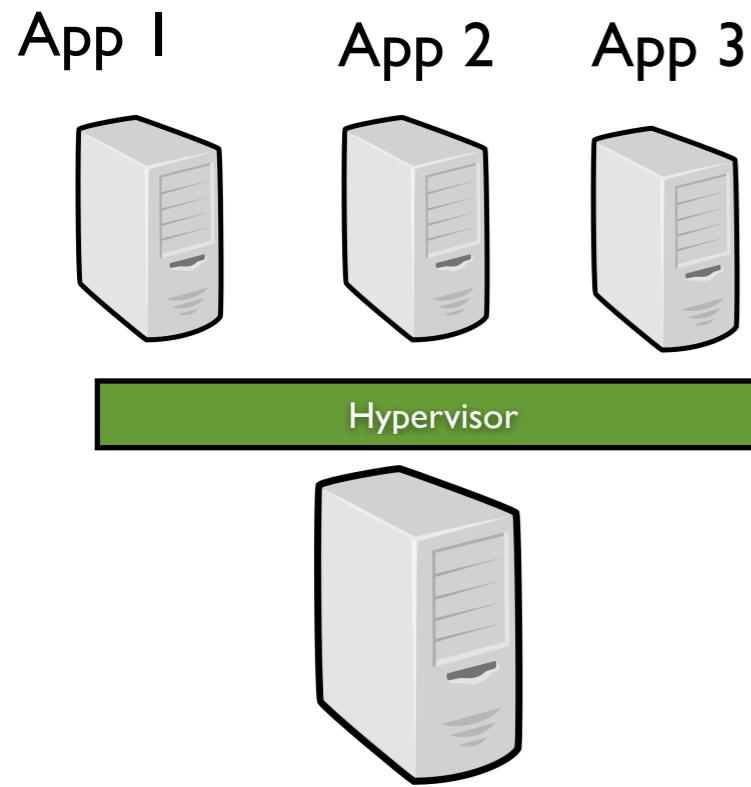
"A **virtual machine** (VM) provides a faithful implementation of a physical processor's hardware running in a protected and isolated environment.

Virtual machines are created by a software layer called the **virtual machine monitor** (VMM) that runs as a privileged task on a physical processor."



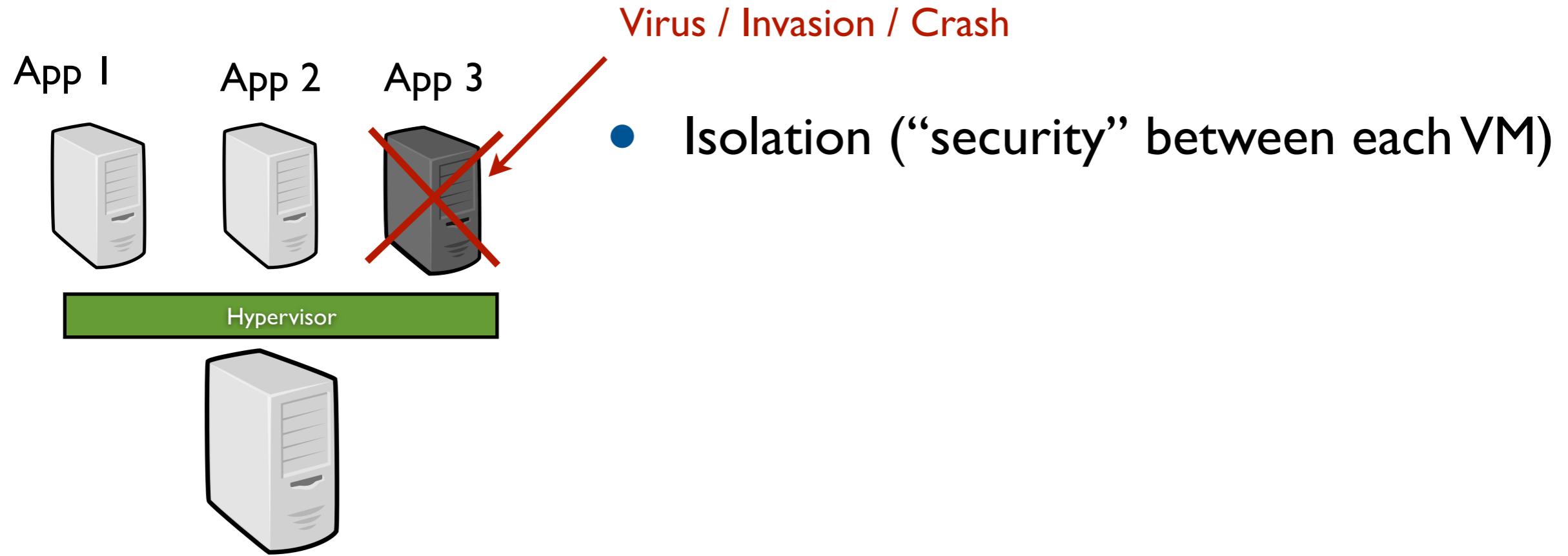
Physical Machine (PM)

VM Capabilities

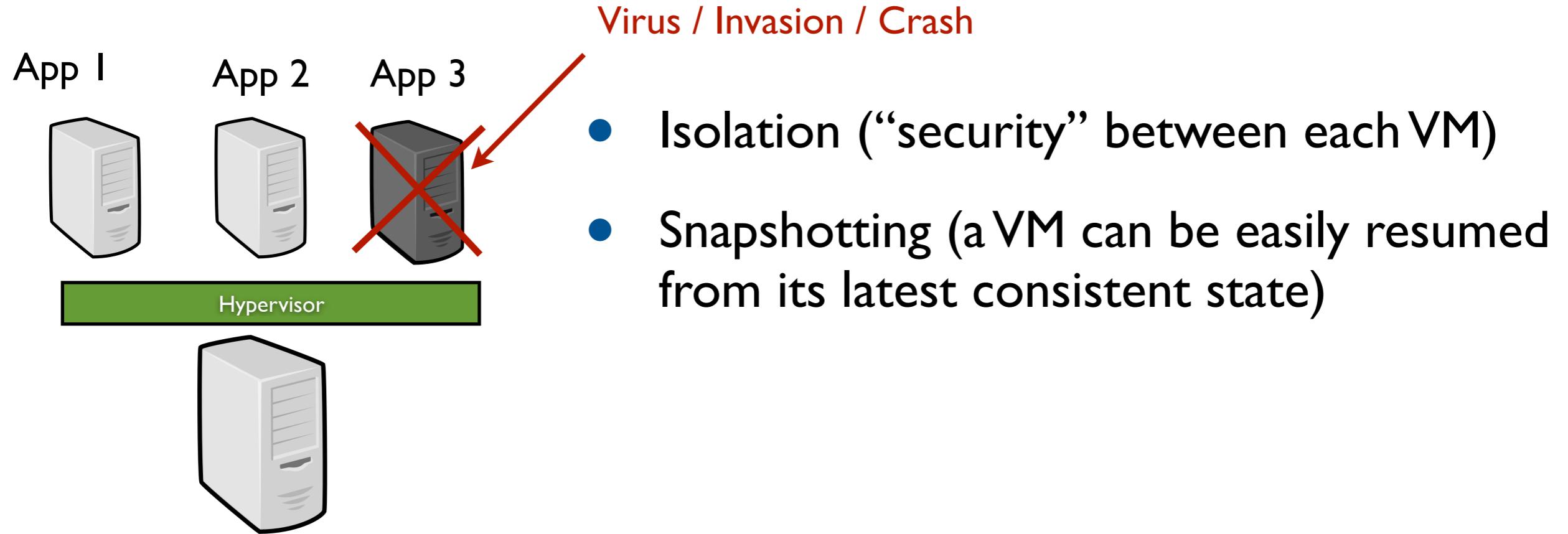


- Isolation (“security” between each VM)

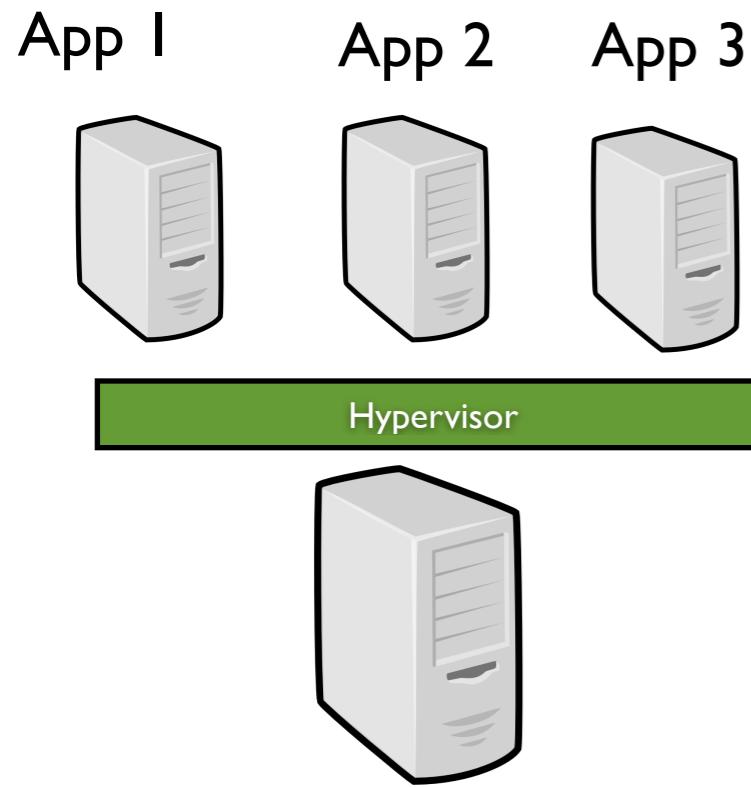
VM Capabilities



VM Capabilities

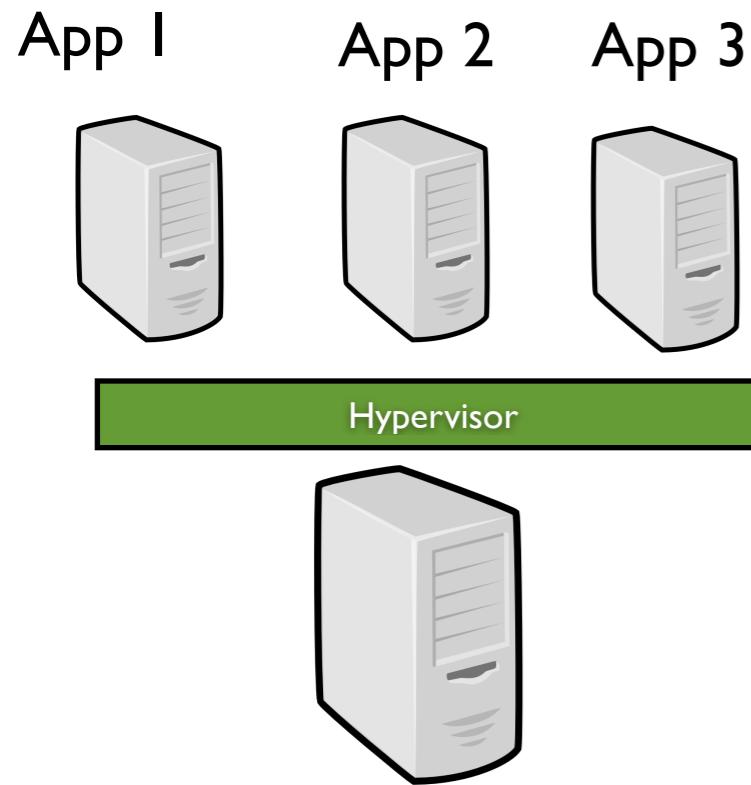


VM Capabilities



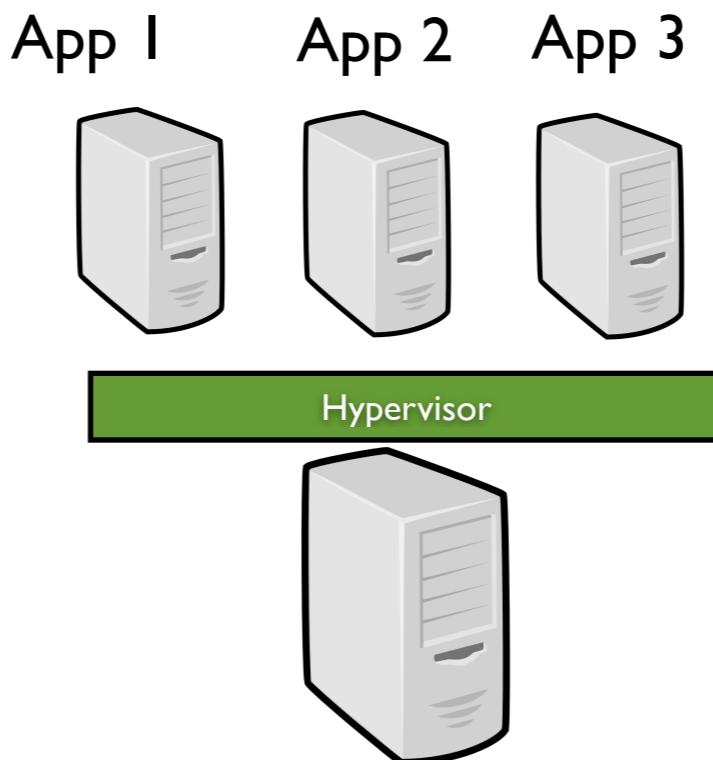
- Isolation (“security” between each VM)
- Snapshotting (a VM can be easily resumed from its latest consistent state)

VM Capabilities

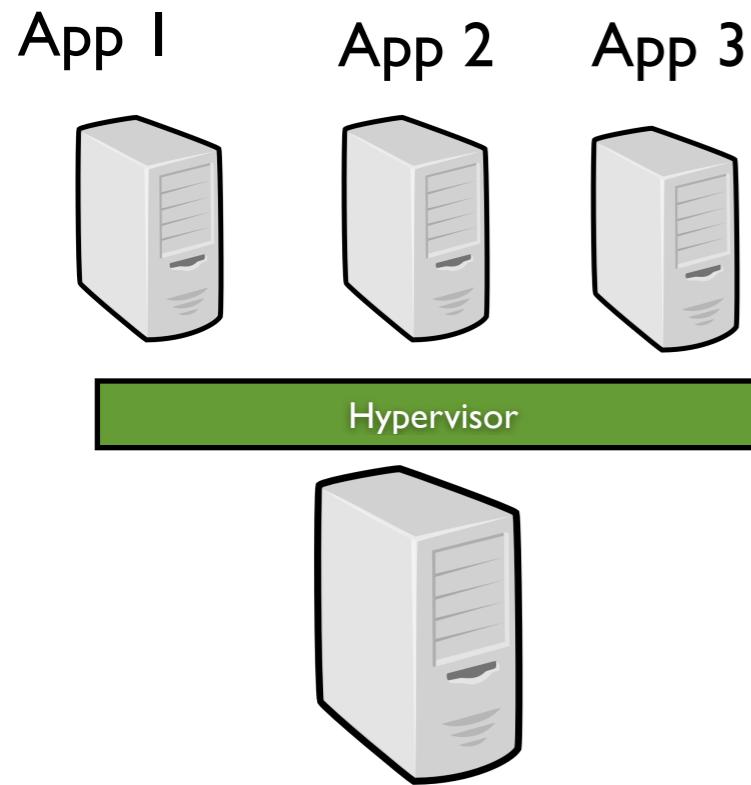


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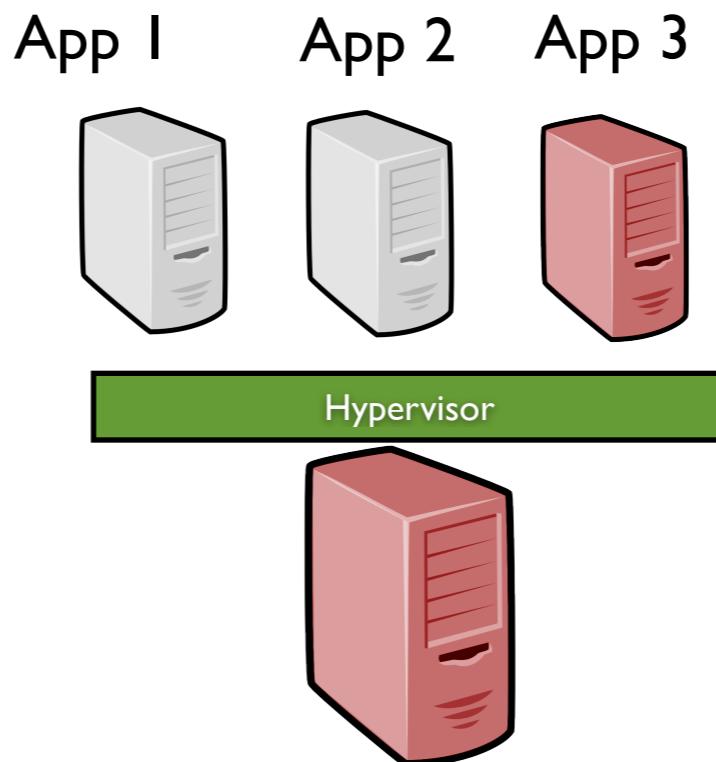


VM Capabilities

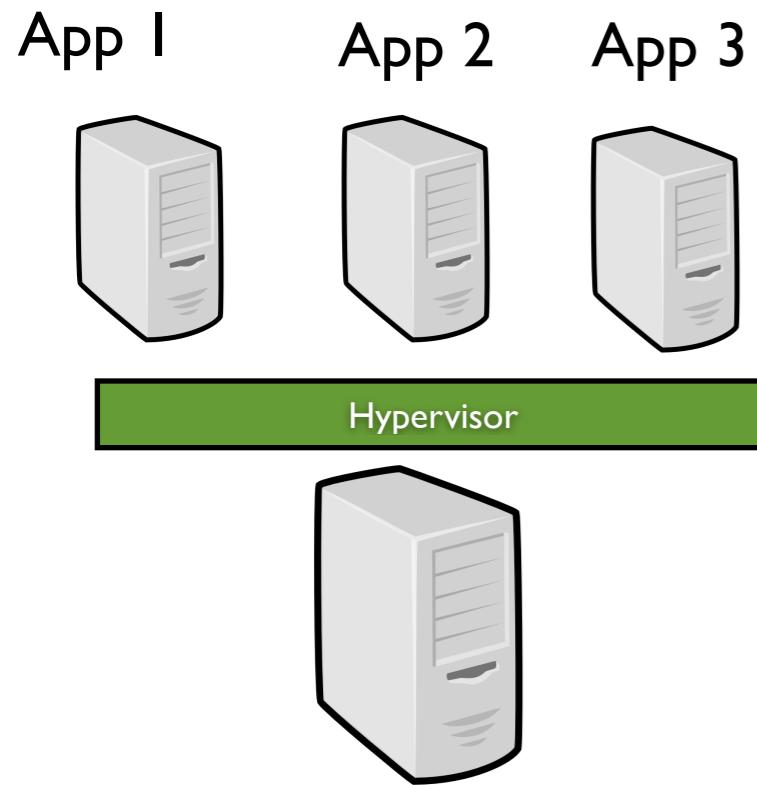


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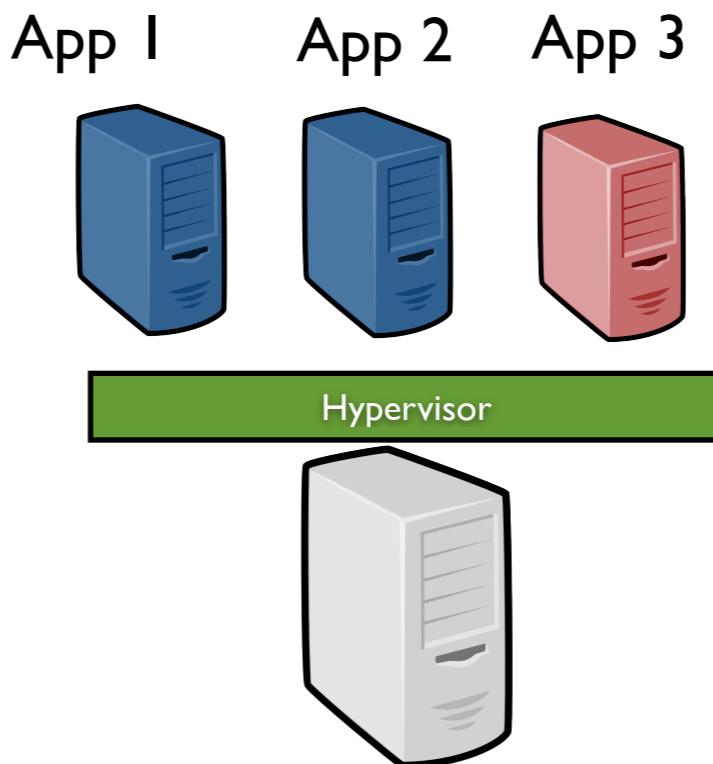


VM Capabilities

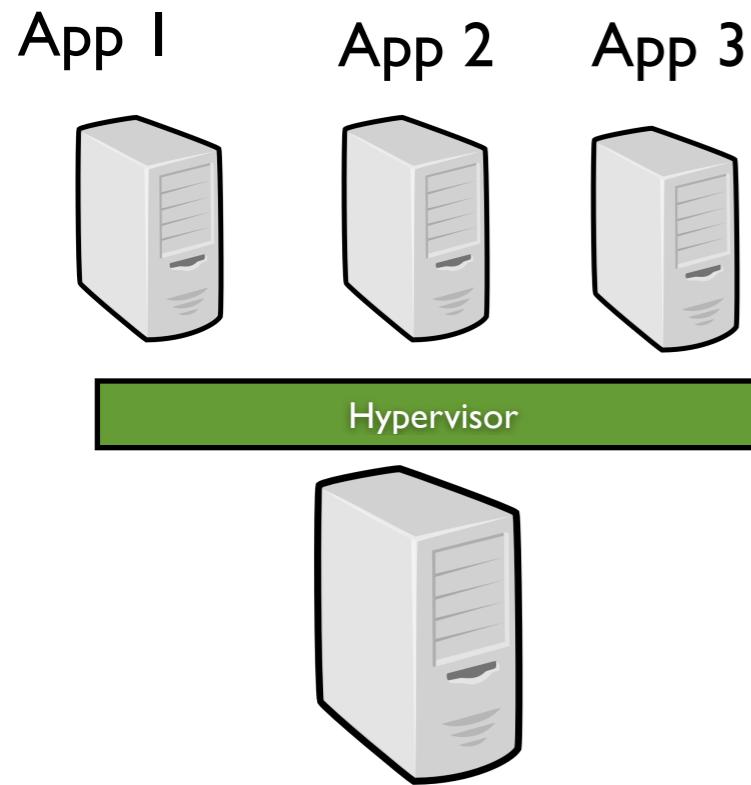


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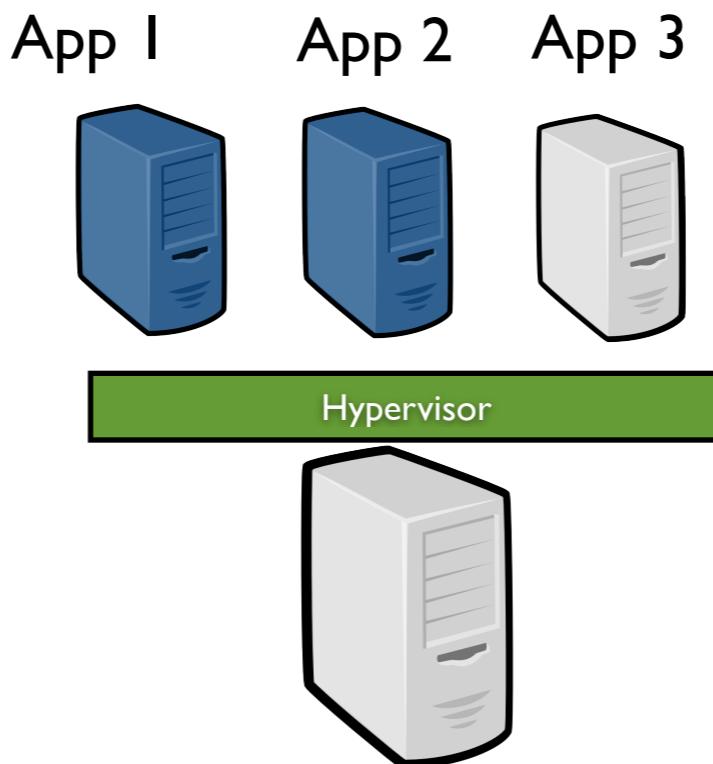


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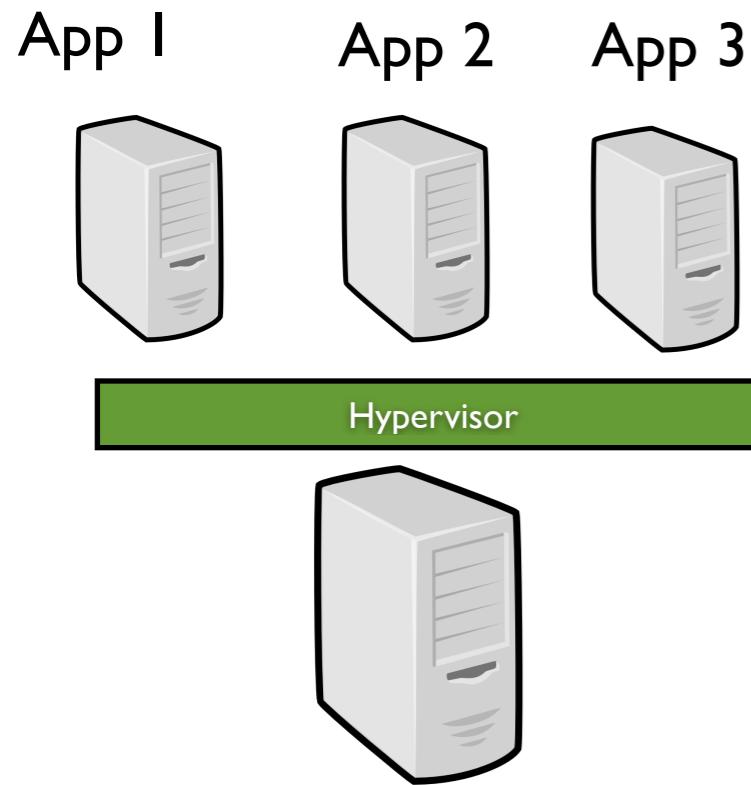


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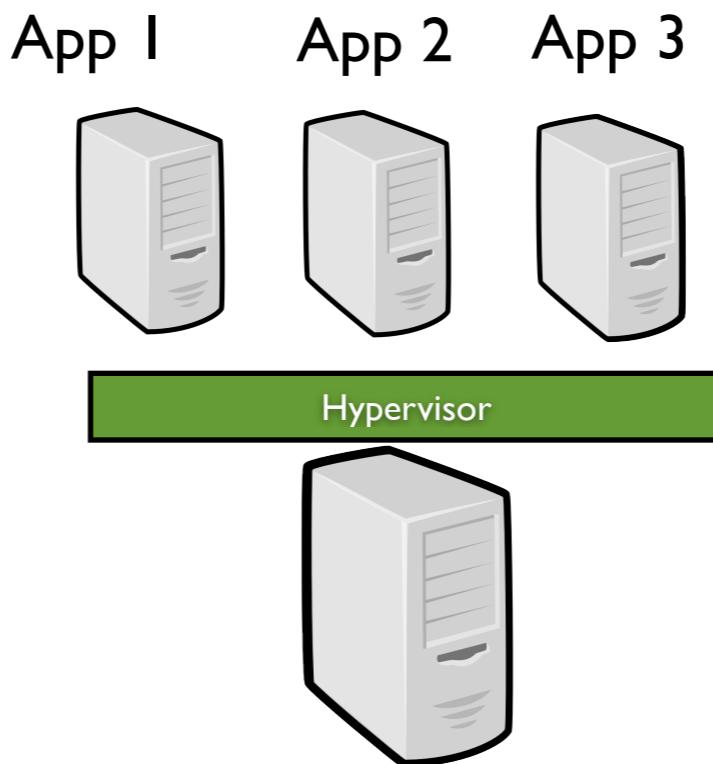


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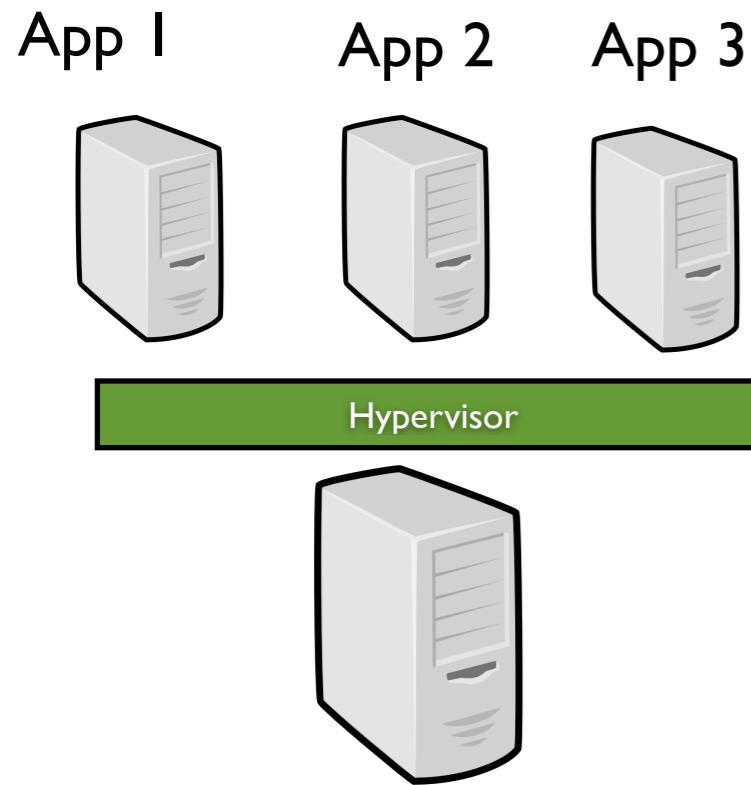


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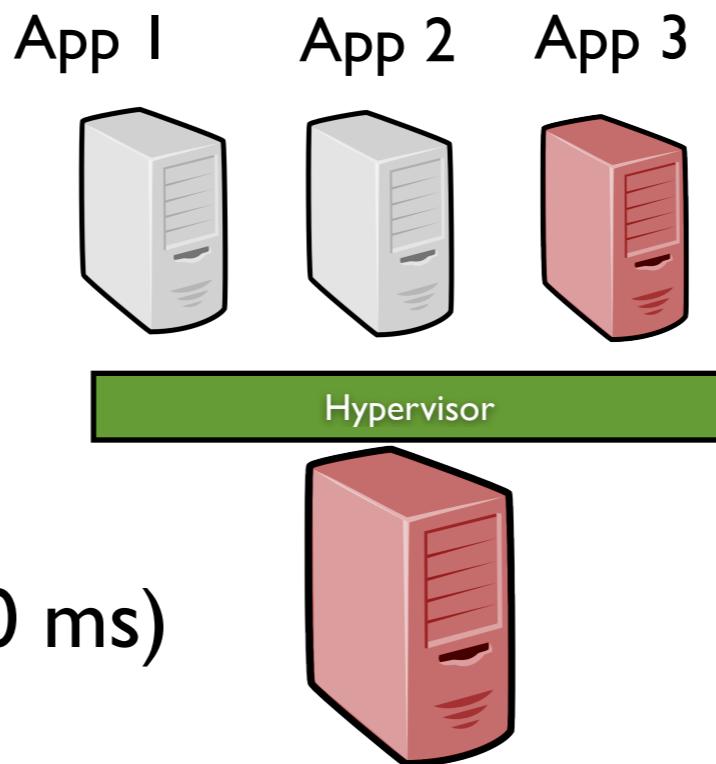


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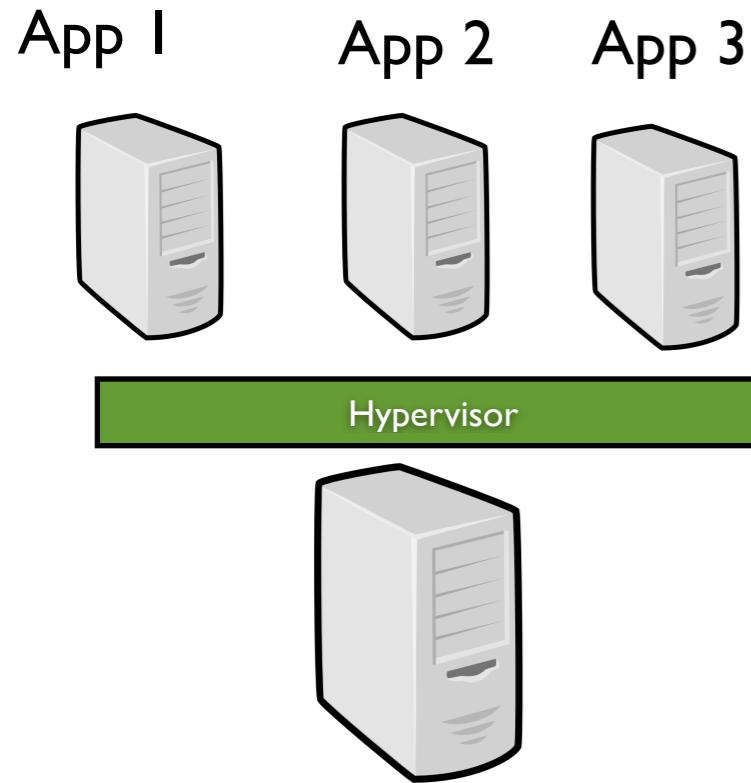


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- Suspend/Resume
- Live migration
(negligible downtime ~ 60 ms)
Post/Pre Copy

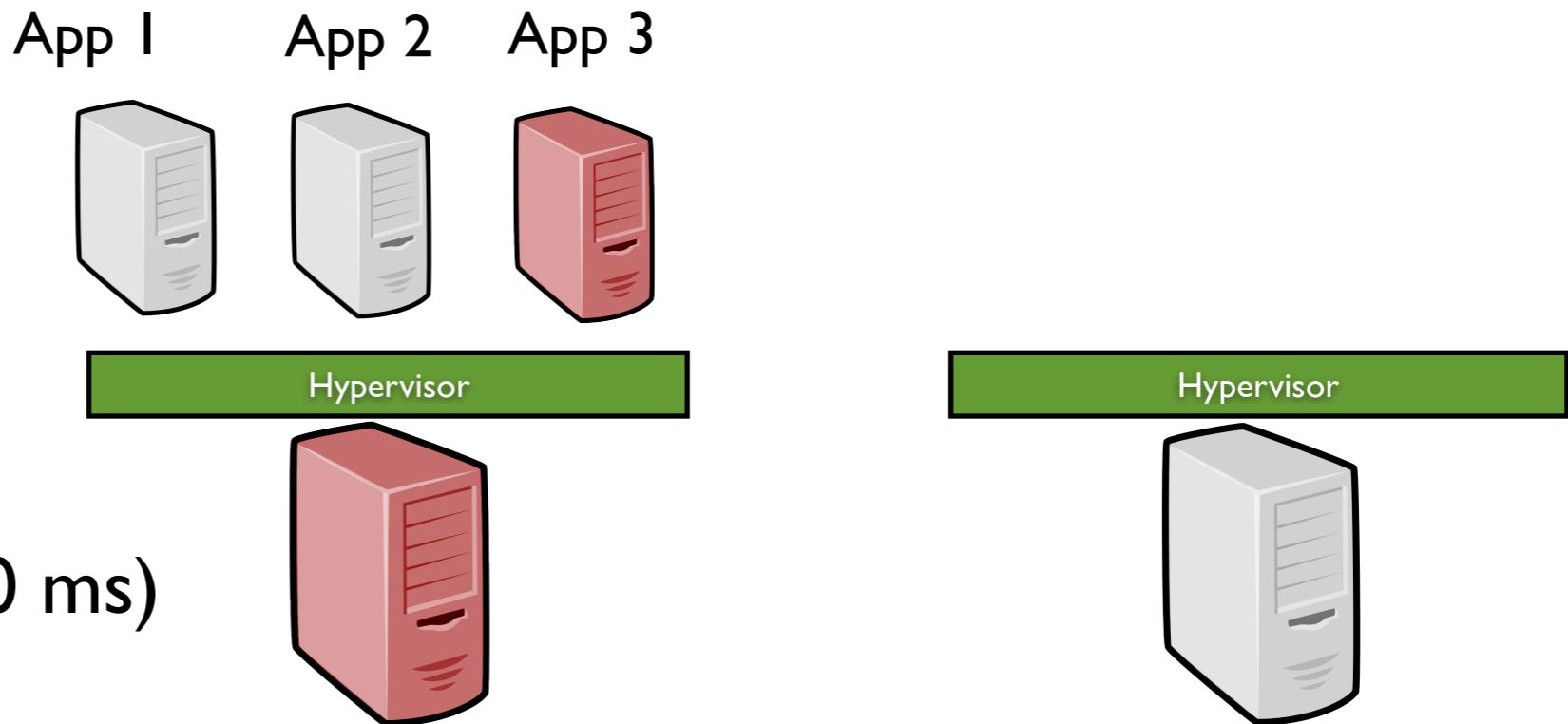


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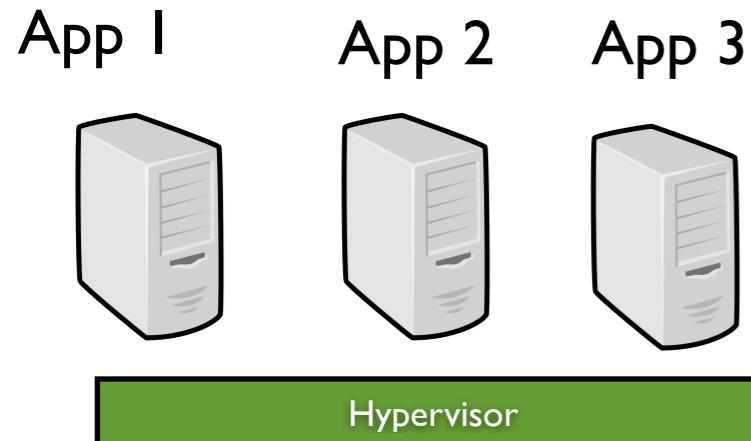


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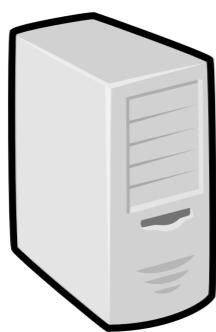
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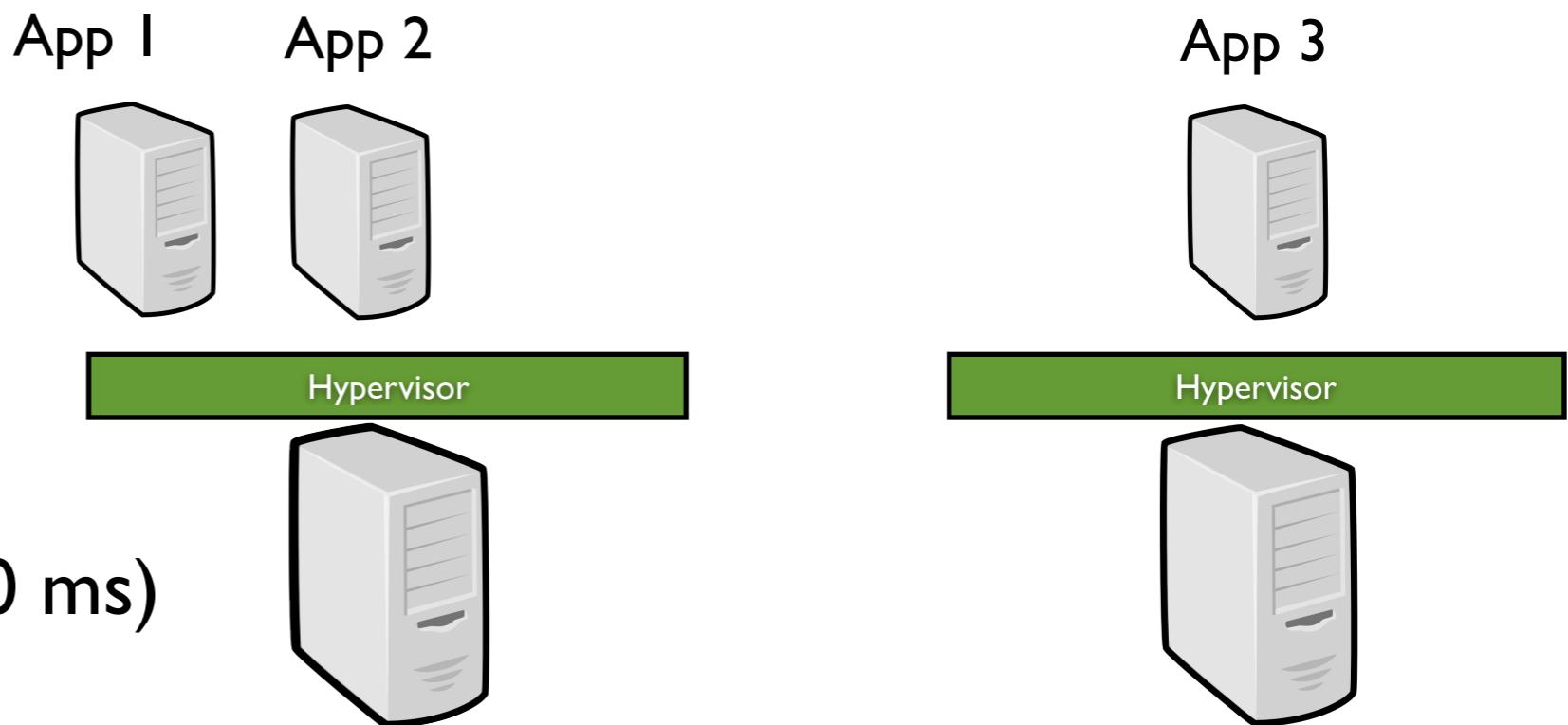
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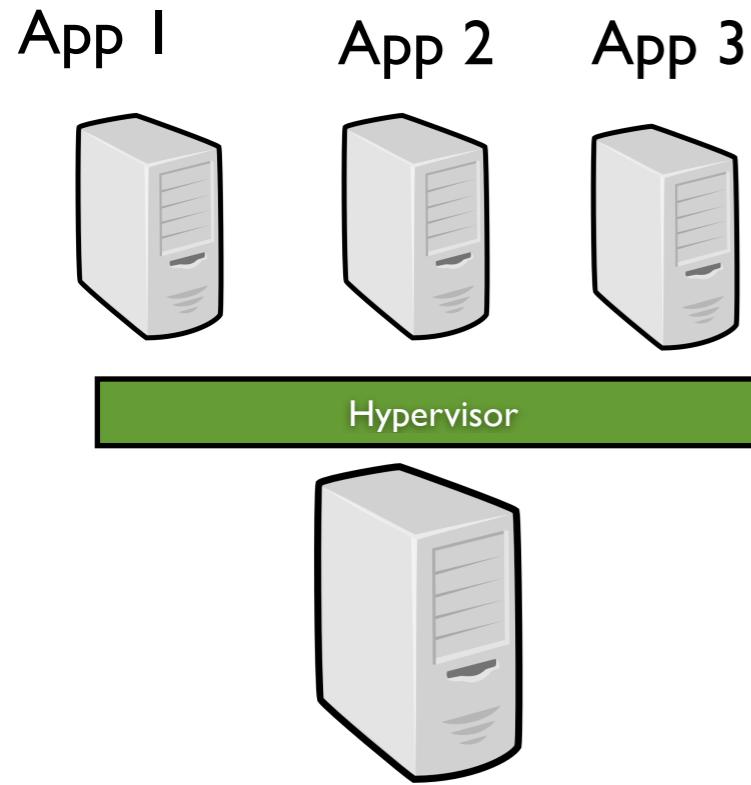
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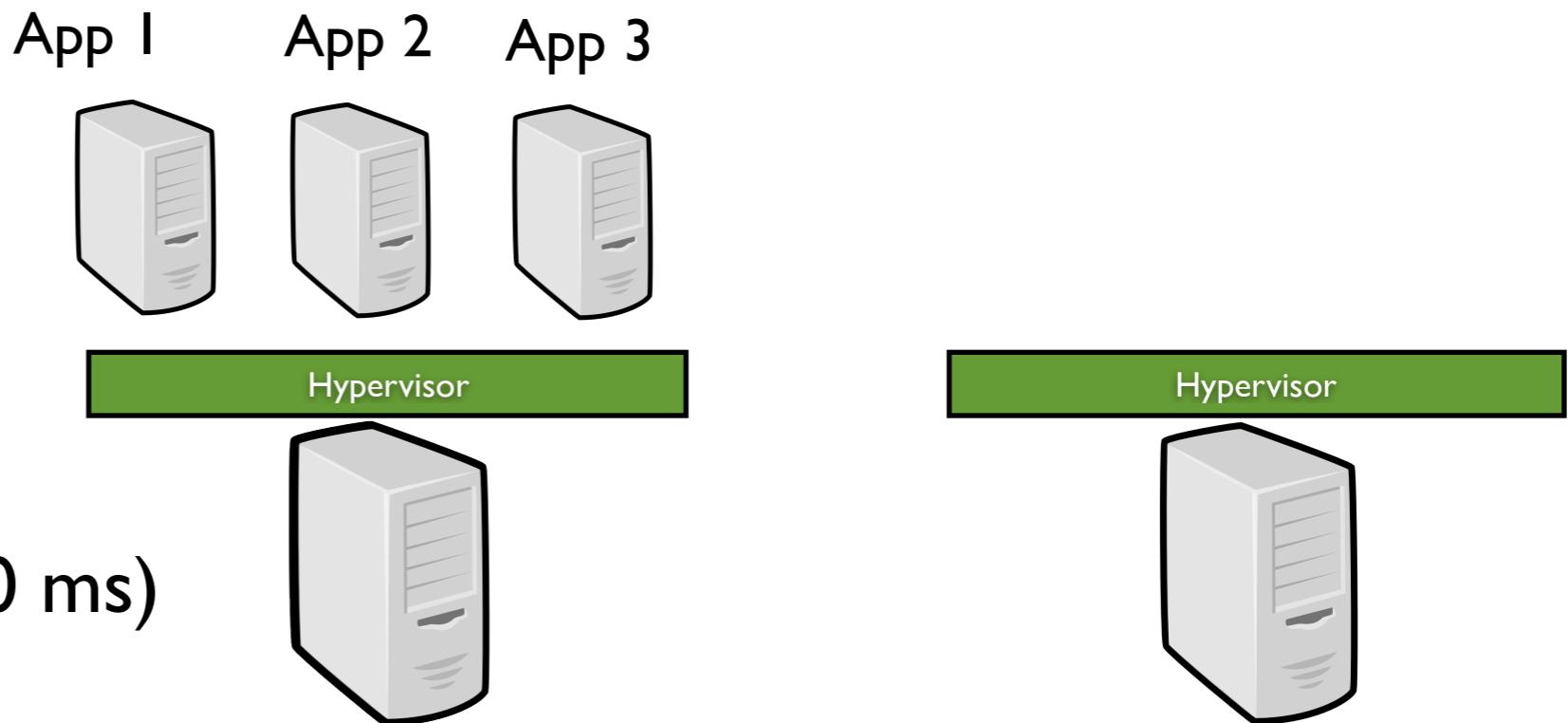


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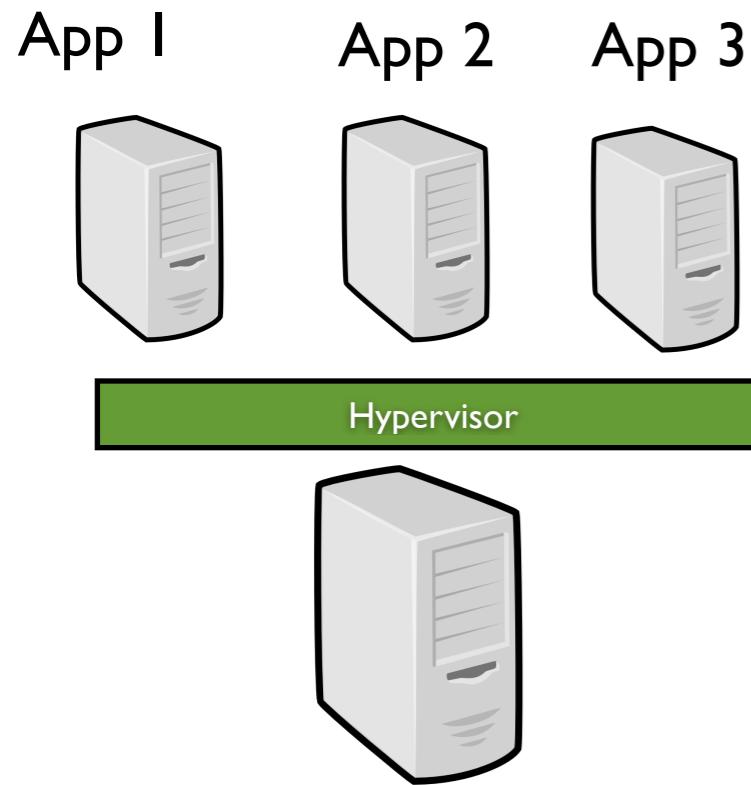


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