Cloud Computing and Big Data

Cloud overview and introduction

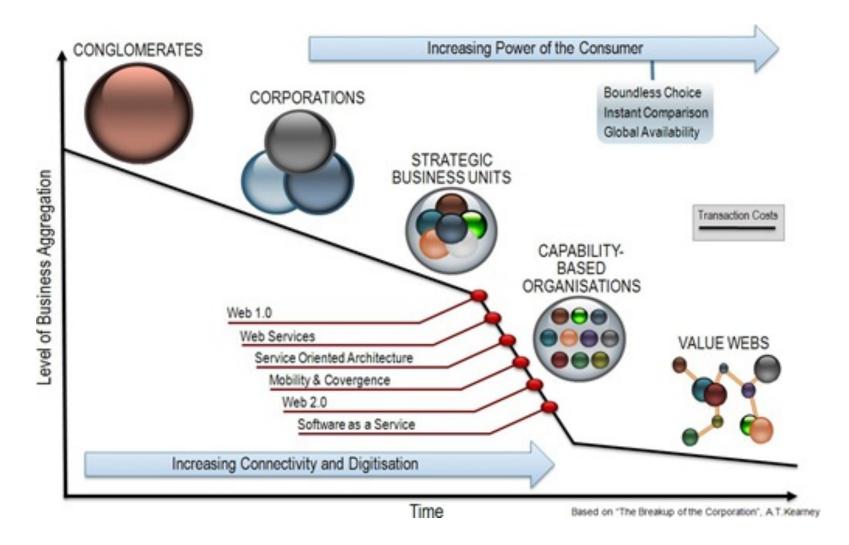
Oxford University
Software Engineering
Programme
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Contents

- Definitions
- Origins of Cloud Computing
- Case Studies and Motivations

Drivers for a new IT model





What is Cloud?

- Depends who you are
 - My daughter: iCloud (her music in the cloud)
 - My mum: gmail (her email in the cloud)
 - My VP sales: Salesforce (his prospects in the cloud)
 - Sysadmin: Amazon/Rackspace/etc (his infrastructure in the cloud)
 - *: what you care about, self-provisioned, managed, metered and paid per use, in the cloud



Cloud Computing Definition (NIST)

- On-demand self-service
 - Users can provision resources without human intervention
- Broad network access
 - Heterogeneous access to resources
- Resource pooling
 - Multi-tenant shared capabilities
- Rapid elasticity
 - Services can scale up and down automatically
- Measured service
 - Resources can be metered and charged for based on real-world measures



Cloud Native

http://pzf.fremantle.org/2010/05/cloud-native.html

- Distributed/Dynamically Wired (works properly in the cloud)
 - Supports deploying in a dynamically sized cluster
 - Finds services across applications even when they move
- Elastic (Uses the cloud efficiently)
 - Scales up and down as needed
 - · Works with the underlying laaS
- Multi-tenant (Only costs when you use it)
 - · Virtual isolated instances with near zero incremental cost
 - · Implies you have a proper identity model
- Self-service (in the hands of users)
 - · De-centralized creation and management of tenants
 - Automated Governance across tenants
- Granularly Billed and Metered (pay for just what you use)
 - Allocate costs to exactly who uses them
- Incrementally Deployed and Tested (seamless live upgrades)
 - Supports continuous update, side-by-side operation, in-place testing and incremental production



New definition of Cloud Native

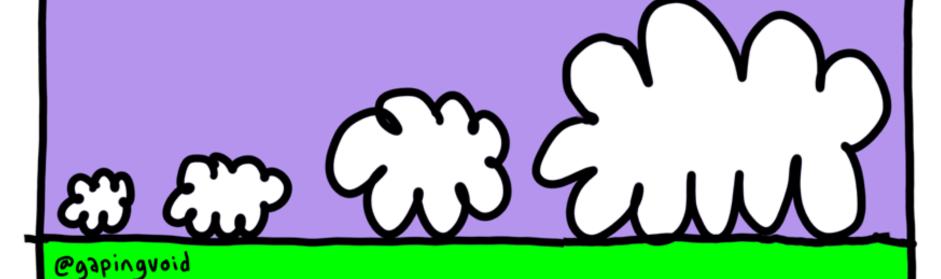
- From the Cloud Native Computing Foundation
 - Container based
 - Dynamic
 - Microservice oriented

Origins of Cloud Computing

- Virtual Machines on Mainframes
 - VM/370 1972
- Grid Computing
 - Grid computing is the collection of computer resources from multiple locations to reach a common goal.
- Software-as-a-Service
 - Salesforce.com 1999
- Amazon AWS
 - -2002



the evolution of the cloud:



Evolution of Cloud

Containers / Platforms

Infrastructure as a Service

Software as a Service

Virtualization

Grid Computing

Cluster Computing



CASE STUDIES





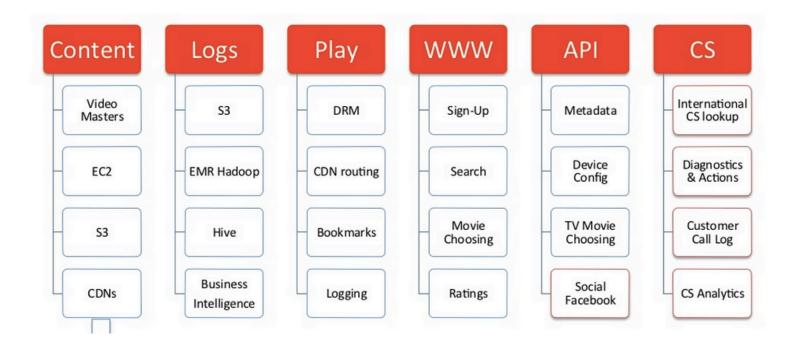
Netflix

- A REST and Cloud based SOA approach
- Continuous Delivery
- 100% Based in the cloud
- See excellent presentations from Adrian Cockcroft
 - e.g.http://www.slideshare.net/adrianco/global-netflix-platform



Netflix Deployed on AWS

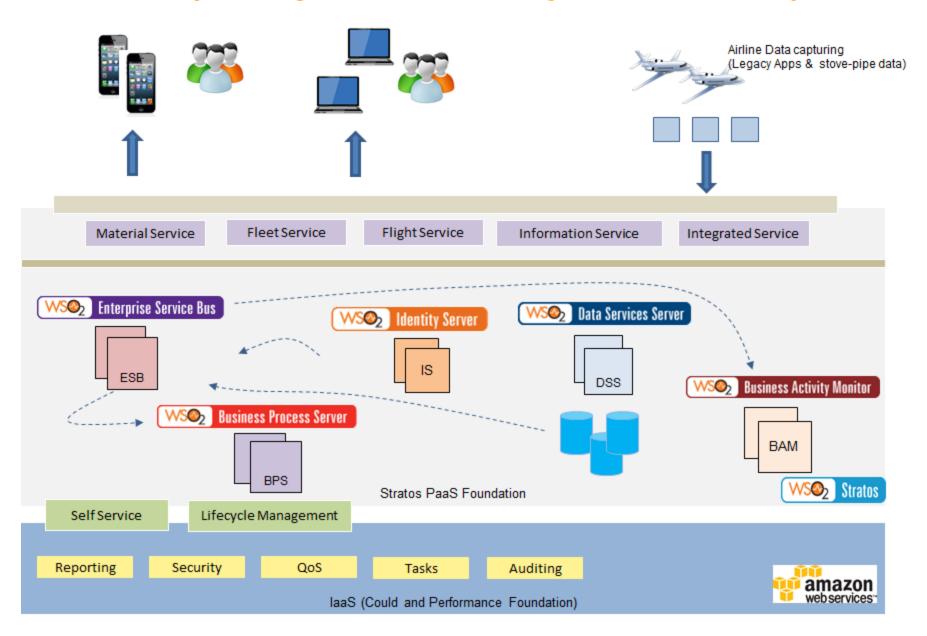




Boeing Digital Airline



Case Study: Boeing - A PaaS based Integration and API ecosystem





Case Study: Multi-tenanted Mobile Orchestration Gateway Platform

Customer

One of the largest global networking solutions providers required to build a mobile services orchestration gateway platform, enabling mobile providers to simplify QoS service access to their external business partners.

Challenge

- Build a mobile services orchestration gateway than can scale upto 40,000 TPS with 99.999% service availability.
- Extensible architecture capable of interfacing with multiple protocols such as XMPP, Diameter whilst maintaining pre-defined SLAs and throughput.
- Integrating with ASR5000K, Third-party PCRF systems
- Multi-tenancy support for API lifecycle management.
- Multi-geographical deployment with autoscaling and failover compensation.

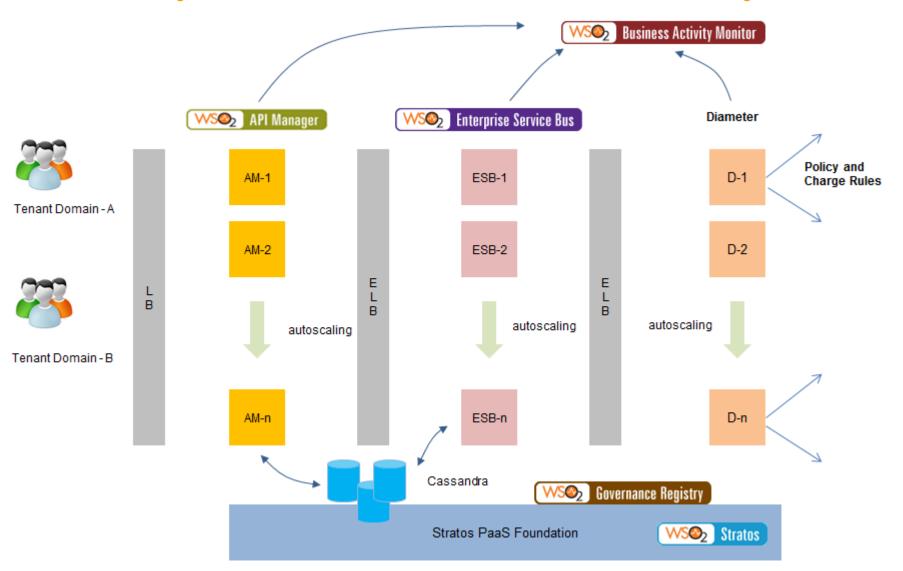
Solution

- Rebuilt an 18 month project in 4 weeks
- API Governance powered by multi-tenanted API Manager cluster with enforced security and lifecycle management.
- Business logic through ESB mediators exposed as REST APIs.
- Stateful caching using Cassandra
- Analytics and monetization of API usage using BAM integrated with enterprise licensing platform.
- Partner Onboarding interfaces and authorization workflows.
- Enterprise-grade cloud deployment based on Stratos PaaS foundation with native support for multi-tenancy, resource pooling and elastic scaling.





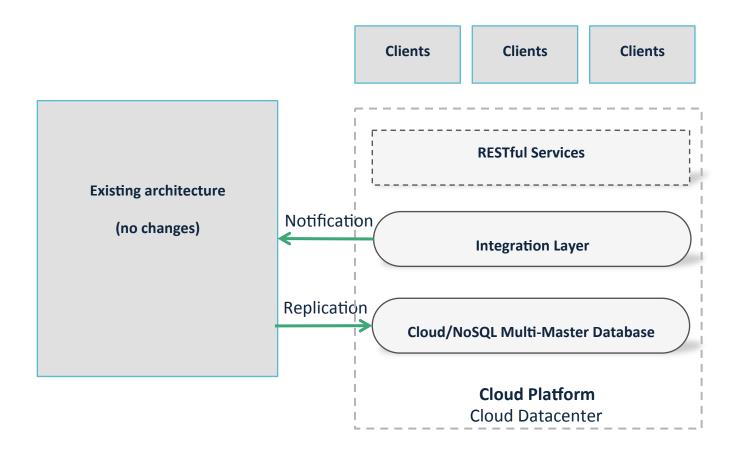
Case Study: Multi-tenanted Mobile Orchestration Gateway Platform



Pay TV company

- Needed to scale up to provide instant pay-as-you-go on mobile devices
- Support Disaster Recovery (DR)
- Elastic Scale e.g. during an important football match

Architecture



Large-scale cluster management at Google with Borg

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Abstract

Google's Borg system is a cluster manager that runs hundreds of thousands of jobs, from many thousands of different applications, across a number of clusters each with up to tens of thousands of machines.

It achieves high utilization by combining admission control, efficient task-packing, over-commitment, and machine sharing with process-level performance isolation. It supports high-availability applications with runtime features that minimize fault-recovery time, and scheduling policies that reduce the probability of correlated failures. Borg simplifies life for its users by offering a declarative job specification language, name service integration, real-time job monitoring, and tools to analyze and simulate system behavior.

We present a summary of the Borg system architecture and features, important design decisions, a quantitative analysis of some of its policy decisions, and a qualitative examination of lessons learned from a decade of operational experience with it.

1. Introduction



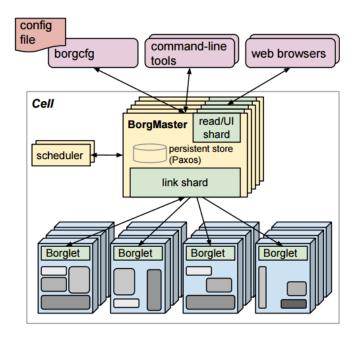


Figure 1: The high-level architecture of Borg. *Only a tiny fraction of the thousands of worker nodes are shown.*

cluding with a set of qualitative observations we have made from operating Borg in production for more than a decade.

Questions?

