CSPE - 56 Cloud Computing

Assignment – 1

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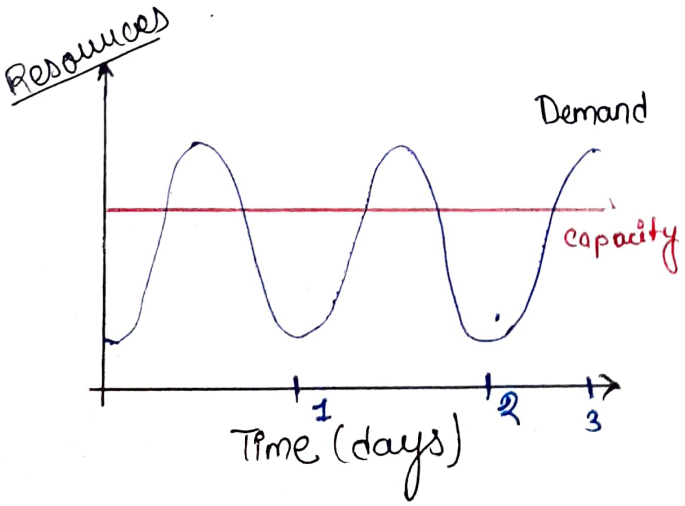
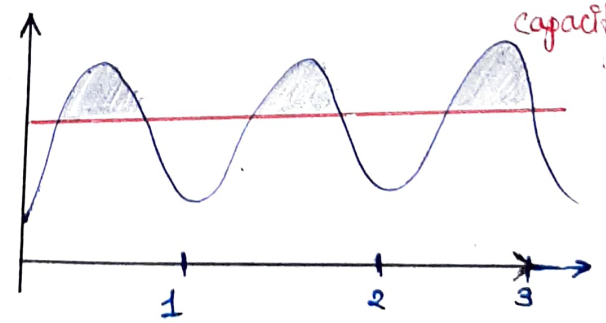
ASSIGNMENT-01

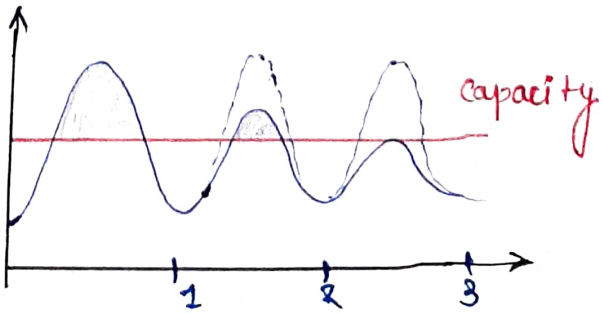
(1) What is Dynamic Provisioning?

Dynamic Provisioning is a simplified way to explain a complex network server computing environment where server computing instances are provisioned or deployed from a administrative console or client application by the server administrator, network administrator, or any other enabled user.

- In traditional computing model, two common problems.
  - Underestimate system utilization which result in under provision.







- overestimate system utilization which result in low utilization.

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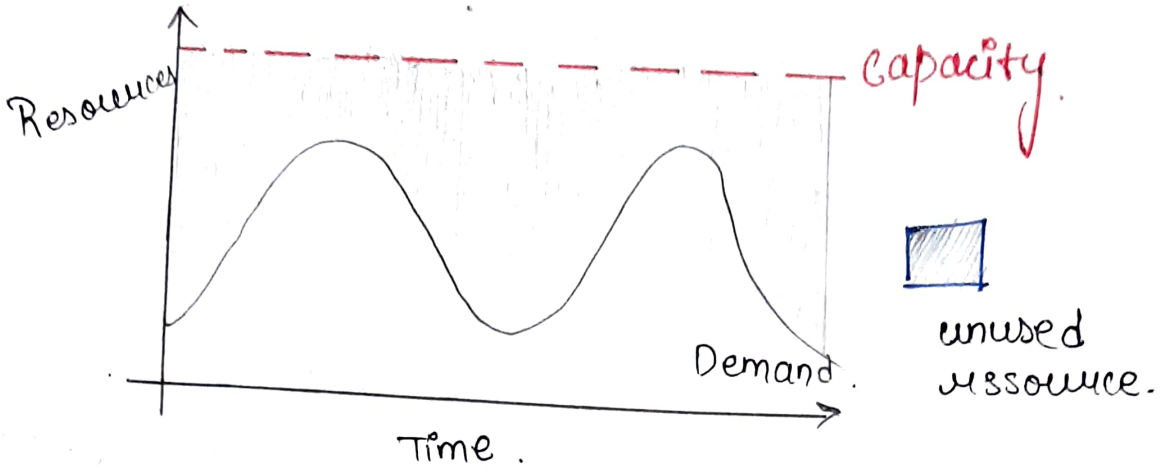
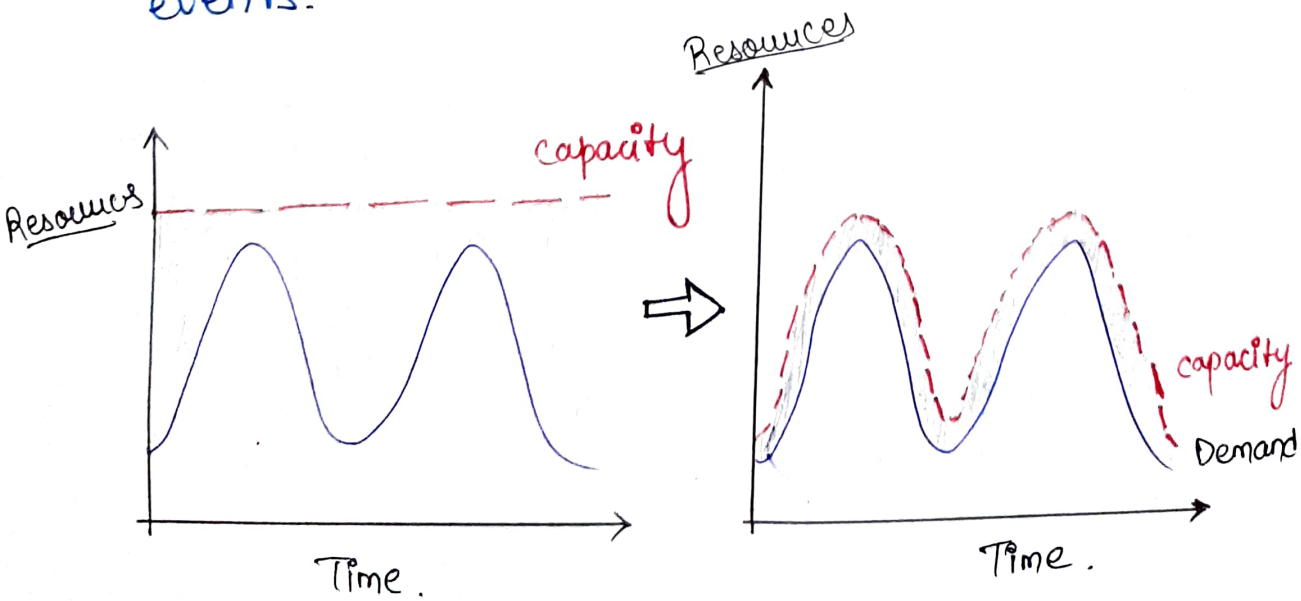


■ How to solve this problem ?

- Dynamically provision resources.

▨ Cloud resources should be provisioned dynamically

- Meet seasonal demand variations.
- Meet demand variations between different industries.
- Meet burst demand for some extradinary events.



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Question ②:

Difference between 'service oriented architecture' and 'quality of services'?

Service Oriented Architecture	Quality of service.
• Service Oriented Architecture (SOA) is essentially a collection of services with communicate with each other. • Contain a flexible set of design principle used during the phases of systems development and integration. • Provide a loosely-integrated suit of services that can be used within multiple business domains	• Quality of services (Qos) is a set of technology for manging network traffic in a cost effective manner. to enhances user-experiences for home and enterprise environments. • Now Qos becomes. to a broad term ~~that~~ is used following areas: • customers care evaluation. • Technological evalution.

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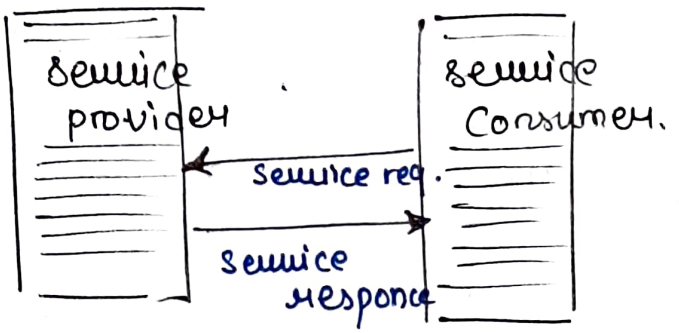

- QoS is usually measured is terms of issues that have a direct impact on the experience of the customers.

Question (3):

Cloud computing brings many benefits.

- For the market and enterprises.
  - Reduce initial investment.
  - Reduce capital expenditure.
  - Improve industrial specialization.
  - Improve resource utilization.
- For the end user and individuals.
  - Reduce local computing power.
  - Reduce local storage power.
  - Variety of thin client devices in daily life.

Question (4) : 10611g100

four basic characteristics :

- No single point of failure.
- Fault detection and isolation to the failing component.
- Fault containment to prevent progation of the failure.
- Availabity of reversion modes.

fault detection and display :

Fault detection refers to the capability of the system / equipment to sense and display the fault.

fault diagnosis and containment :

In more sophisticated system, additional layers are often added in the product design stage.

Fault masking and compensation

Another effective approach to fault tolerance is by masking the state of fault. It is very effective for equipment that can be monitored and controlled through the internet of things.

Question ⑤:

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: Inter - Operability:

It is the ability of two or more systems or application to exchange information and to mutually use the information that has been exchanged.

Cloud Interoperability is the ability of a customer system to interact with a cloud service or the ability for one cloud service to interact with other cloud services by exchanging information according to a prescribed method to obtain predictable result.

The two noteworthy dimensions of interoperability - connectivity and usability - have been divided into five layers, as is illustrated in the diagram below.