

## **Mid Term Submission**

# SUBJECT: CLOUD PERFORMANCE TUNING SUBJECT CODE: CSEG3015

#### **SUBMITTED TO:**

Dr Nitika Nigam Assistant Professor Data Science Cluster School of Computer Science

#### **SUBMITTED BY:**

SHIVAM RAJ SAP ID: 500094799 ROLL :R2142210736

BATCH:B-5

Video Link: https://drive.google.com/file/d/1-1JMv-Dk5Suq9fQhbEP\_RboPbKuTkVzC/view?usp=drivesdk

## What is Cloud Computing?

Cloud computing is a model for enabling convenient, on-demand network access to a shared pool of configurable computing resources (e.g., networks, servers, storage, applications, and services) that can be rapidly provisioned and released with minimal management effort or service provider interaction.



#### What is cloud performance tuning?

Cloud performance tuning is the process of optimizing the speed, efficiency, and reliability of cloud-based applications and services. It requires a combination of technical skills, analytical tools, and best practices to identify and resolve bottlenecks, errors, and resource wastage.

#### Difference Between AWS and Microsoft Azure

Both Amazon Web Services (AWS) and Microsoft Azure are leading cloud service providers, and they offer various services and tools for cloud performance tuning. While the specific differences between them can change over time as they introduce new features and updates, here are some key points to consider when comparing AWS and Azure in terms of cloud performance tuning:

1. **Cost**: The choice between AWS and Microsoft Azure in terms of cost depends on your specific needs. Both cloud providers have competitive pricing, but the most cost-effective option for you will depend on the services you use, where you use them, and how you use them. It is like comparing prices at different stores – it depends on what you are buying and where you are buying it. To find the best fit, you'll need to analyze your usage, consider any long-term commitments, and keep an eye on data transfer

- costs according to me Azure is costly as here if use AMI's the using cost is high here and give less memory for using in free tier as compare to AWS.
- 2. **Storage:** AWS and Microsoft Azure both offer robust storage solutions. AWS provides Amazon S3, EBS, and Glacier, while Azure offers Blob Storage and Azure Files. The choice depends on your specific storage needs and preferences. Consider factors like performance, scalability, and pricing to determine the best fit for your use case. Largest instance AWS offer 256 GB Ram + 16v CPU while Azure offers 224 GB + 16 vCPUs.
- 3. **Availability Zone:** Availability Zone: Aws was the first on of its kind which means Aws is hosting in hosting in multiple locations worldwide and it's true for Azure as well but differences occur in the numbers of regions and availability zones talking of numbers Aws has 55 availability zones worldwide with eight more on its weight whereas Azure is having 44 availability zones.
- 4. Services: Aws and Azure both covers 100 plus services like compute, Database, Storage, Security, Networking, and many more Some of the services that Aws covers (Ec2, AWS RDS S3, IAM, VPC, CloudWatch and cloud9 Similarly in Azure covers Vm, SQL, blob Storage, virtual network and Azure monitor and visual studio and many more.
- 5. **Open Source Integration:** Aws has quite better relations with open source communities leading to more open integration with Aws which includes open source tools like Jenkins Docker, ansible, GitHub and its very friendly when it comes to Linux servers while in Azure it offers native Integrations for windows development tools such as VBS, SQL and more as you all know Microsoft hasn't always embraced this model but recently they have been catching with it and organization can run on RedHat and Hadoop clusters in azure

# **Project Name: - Platform for Video Conferencing**



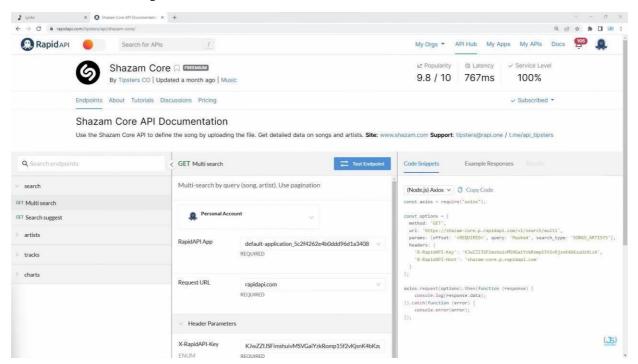
Deploying my project on **Azure**, on **Windows and Ubuntu Virtual Machine** and analyzing performance metrics, **CPU**, **and Memory Utilization** on Windows and Ubuntu Virtual Machines in OS-specific tools like Task Manager (Windows) or top/htop (Ubuntu).

**Project Implementation:** 

**CODE:** 

```
function on_message(self, message_id, message, sender)
         -- check if we received a contact point message
         if message id == msg contact point response then
             -- check that the object is something we consider geometry
             if message.group == group_geometry then
                 --switch player from flying mode if collides with geometry (TO-UPDATE)
                 player state = state normal
                 gravity = max_gravity
                 handle_geometry_contact(self, message.normal, message.distance)
             elseif message.group == group_platform then
                 -- If the message normal is pointing up and we didn't have
                 -- platform contact from below last frame then we have fallen on top
                 -- of a platform and need to treat it like geometry contact
                 -- Any other contact with "platform" is considered as contact where the
                 -- player is passing through the platform from below
                 if message.normal.y > 0 ther
                     if not self.platform_contact_from_below_last_frame then
                         print(message.normal)
                         handle_geometry_contact(self, message.normal, message.distance)
                         self.platform_contact_from_below = false
                         self.platform_contact_from_below = true
                     self.platform_contact_from_below= true
         elseif message id == hash("booster") then
364
```

## **Sources for some help:**



#### Index.html:

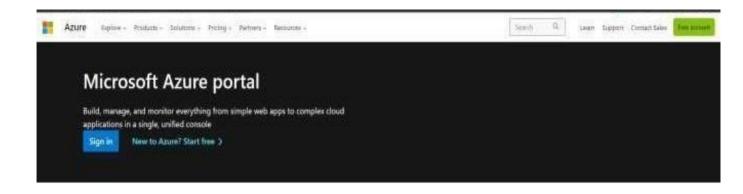
```
*************
import {View, Text, TouchableOpacity, StyleSheet} from 'react-native';
import chatContext, {controlMessageEnum} from './ChatContext';
import SecondaryButton from '../atoms/SecondaryButton';
const HostControlView = () ⇒ {
  const {sendControlMessage} = useContext(chatContext);
  const {primaryColor} = useContext(ColorContext);
      <Text style={style.heading}>Host Controls</Text>
      <View>
        <View style={style.btnContainer}>
          <SecondaryButton</pre>
            onPress={() ⇒ sendControlMessage(controlMessageEnum.muteAudio)}
            text={'Mute all audios'}
        </View>
        <View style={style.btnContainer}>
          <SecondaryButton
            onPress={() ⇒ sendControlMessage(controlMessageEnum.muteVideo)}
            text={'Mute all videos'}
        </View>
        <Text style={style.heading}>Create a Poll</Text>
```

```
jsmchatapp > src > components > ∰ HostControlView.tsx > № HostControlView
      import SecondaryButton from '../atoms/SecondaryButton';
      const HostControlView = () ⇒ {
        const {sendControlMessage} = useContext(chatContext);
        const {primaryColor} = useContext(ColorContext);
          0
            <Text style={style.heading}>Host Controls</Text>
            <View>
              <View style={style.btnContainer}>
                <SecondaryButton</pre>
                  onPress={() ⇒ sendControlMessage(controlMessageEnum.muteAudio)}
                   text={'Mute all audios'}
              </View>
              <View style={style.btnContainer}>
                <SecondaryButton
                  onPress={() ⇒ sendControlMessage(controlMessageEnum.muteVideo)}
                   text={'Mute all videos'}
              </View>
              <Text style={style.heading}>Create a Poll</Text>
              <View>
                <TextInput
                  value={}
                  onChange1
                            </View>
            </View>
```

```
const {sendControlMessage} = useContext(chatContext);
        <Text style={style.heading}>Host Controls</Text>
        <View>
           <View style={style.btnContainer}>
              <SecondaryButton</p>
                 onPress={() ⇒ sendControlMessage(controlMessageEnum.muteAudio)}
                 text={'Mute all audios'}
           </View>
           <View style={style.btnContainer}>
              <SecondaryButton
                 onPress={() ⇒ sendControlMessage(controlMessageEnum.muteVideo)}
                 text={'Mute all videos'}
           </View>
           <Text style={style.heading}>Create a Poll</Text>
           <View>
           </View>
        </View>
const style = StyleSheet.create({
  import React, { useState, useEffect, useContext } from 'react';
  import Modal from _react-modal';
  import { Line } from 'rc-progress';
import { PollContext } from './PollContext';
import styles from './pollStyles';
     const { question, setQuestions, answers: voteData, setAnswers, isModalOpen, setIsModalOpen } = useCont
const [totalVotes, setTotalVotes] = useState(0);
const [voted, setVoted] = useState(false);
         setTotalVotes(0);
         setVoted(false):
         onRequestClose={closeModal}
content="Poll Modal"
```

## **DEPLOYMENT: FOR**

**WINDOWS:** 



Check out the how-to video series for tips on deploying your cloud workloads from the Azure portal. >

## Azure mobile app

Stay connected to your Azure-resources—anytime, anywhere. Now available for IOS and Android





Don't have a subscription? Check out the following options.



#### Start with an Azure free trial

Get \$200 free credit toward Azure products and services, plus 12 months of popular free services.



#### Manage Microsoft Entra ID

View Learn more ଔ

Azure Active Directory is becoming Microsoft Entra ID. Secure access for everyone.



## Access student benefits

Get free software, Azure credit, or access Azure Dev Tools for Teaching after you verify your academic status.



## Azure services

Start

















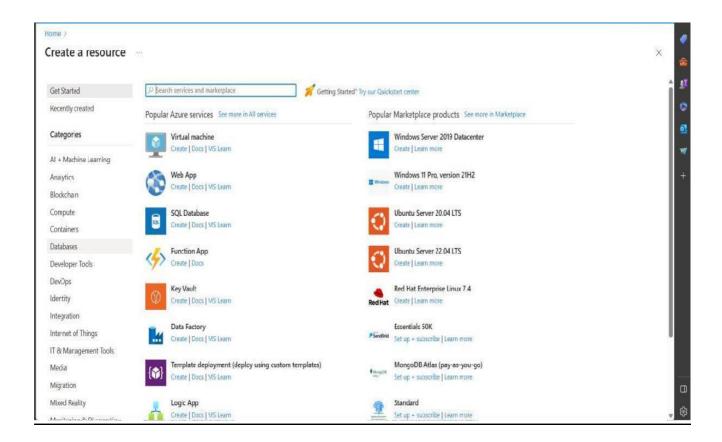


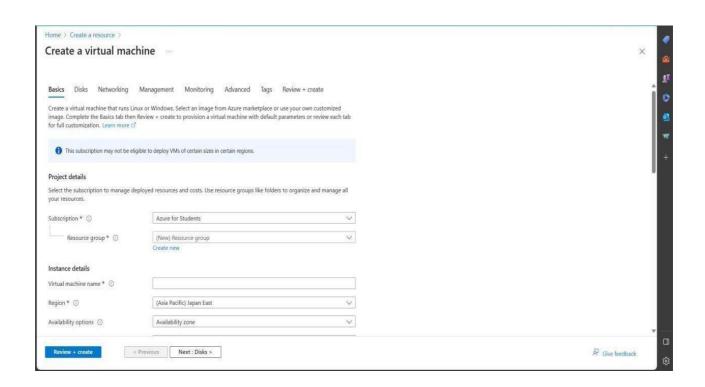


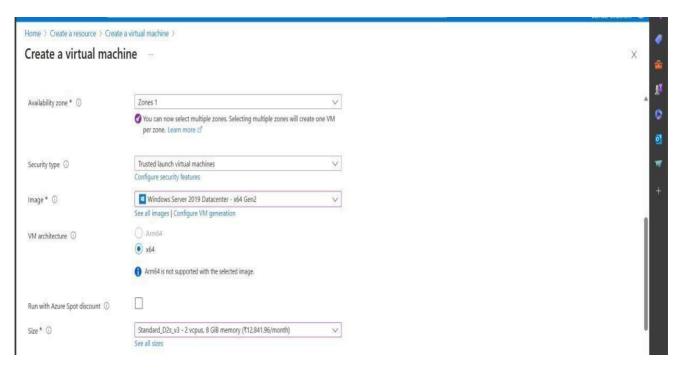


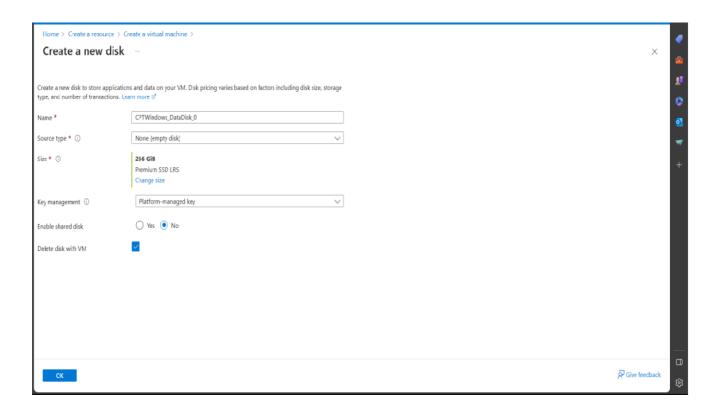
Resources

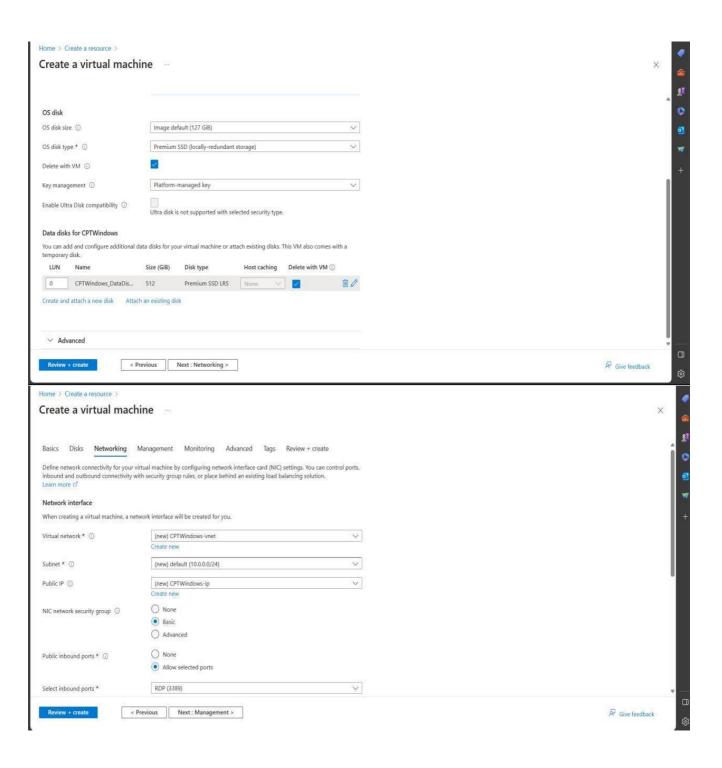
https://portal.azure.com/#create/hub Recent Favorite

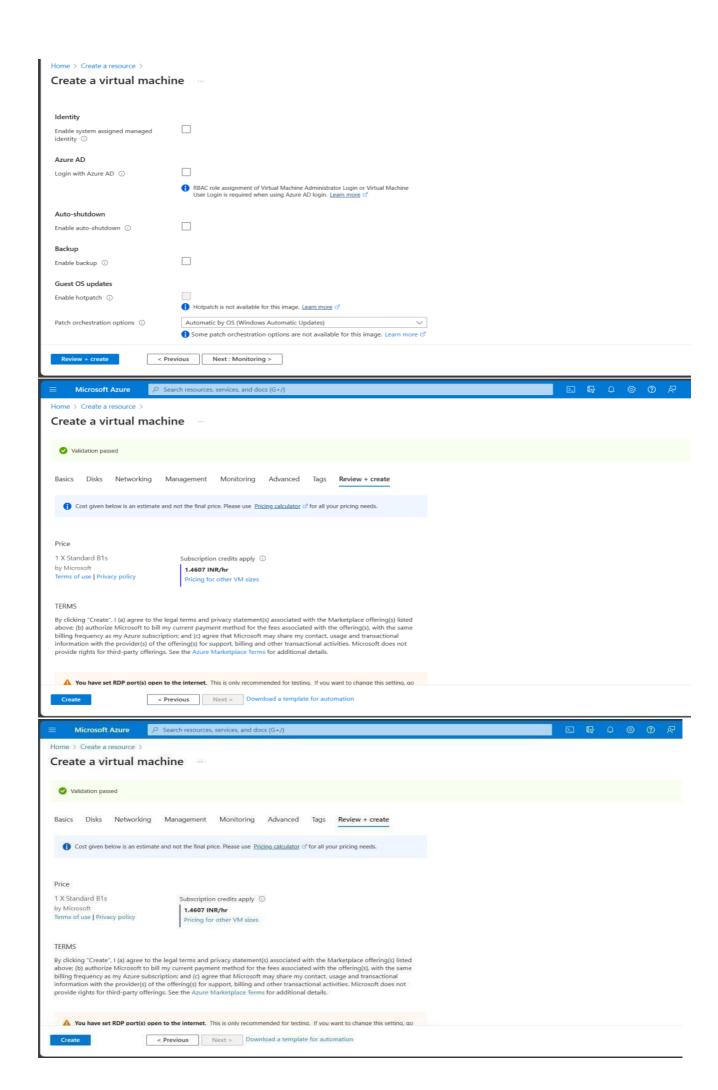


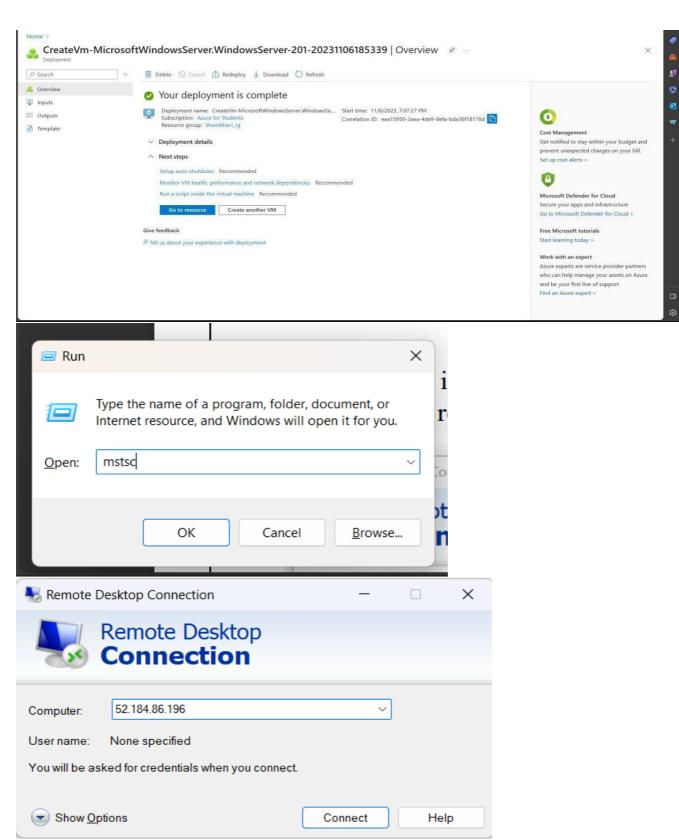




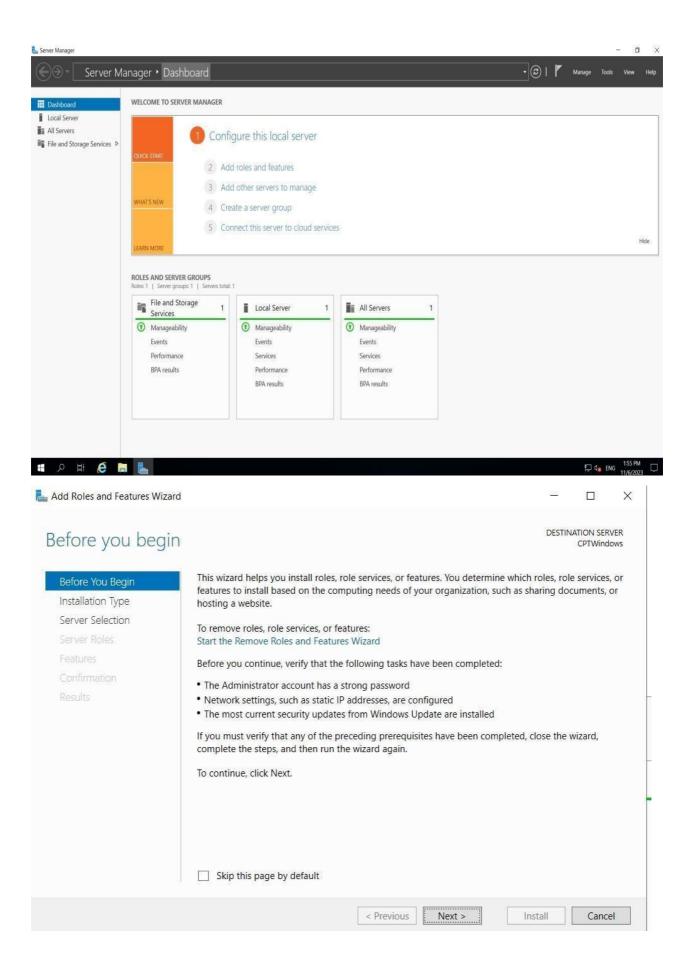


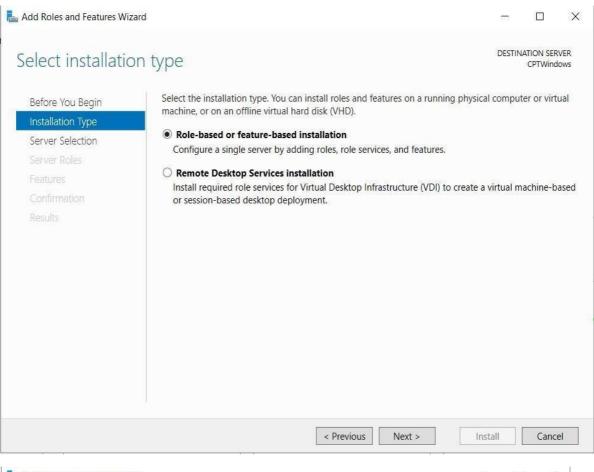


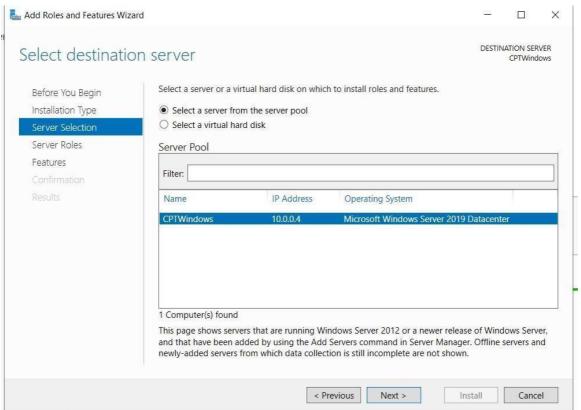


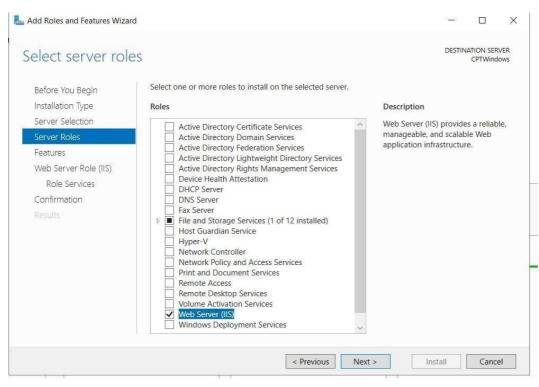


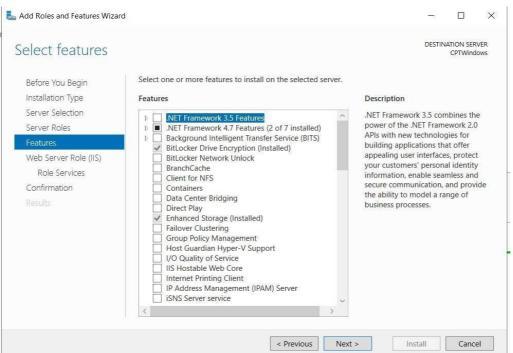
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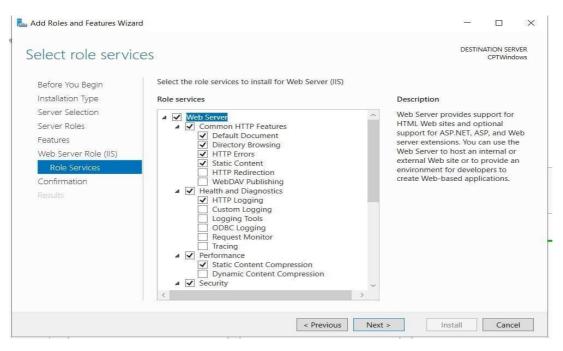


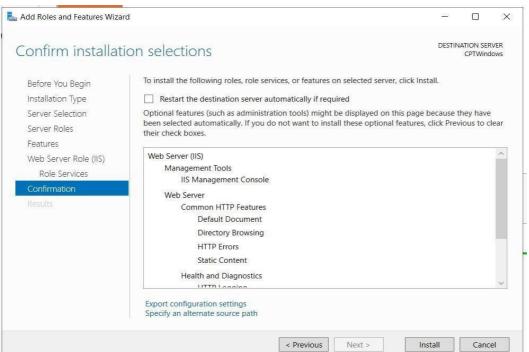


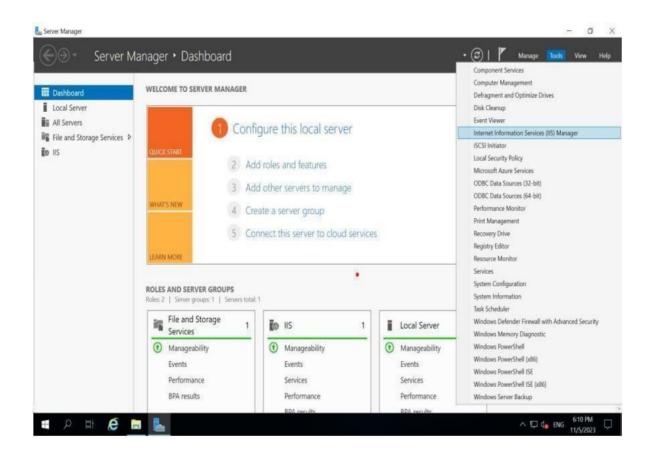


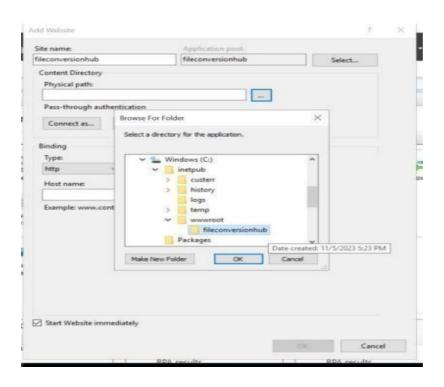


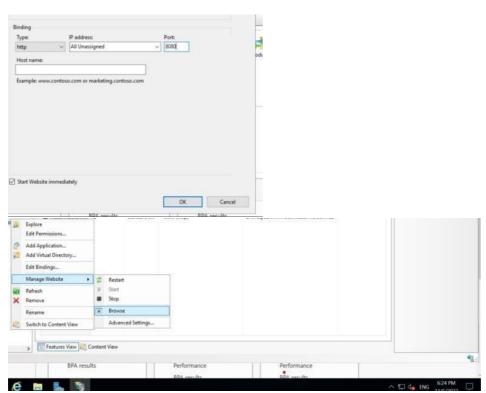




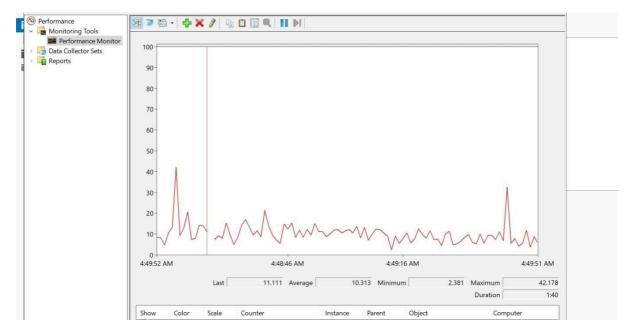




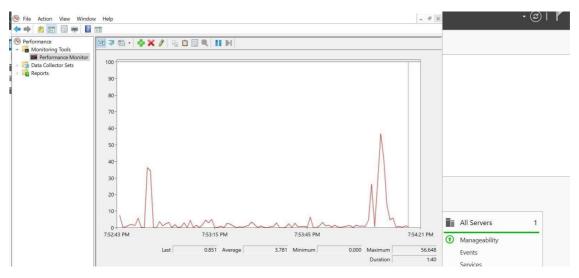




# Checking Performance using Performance Monitor

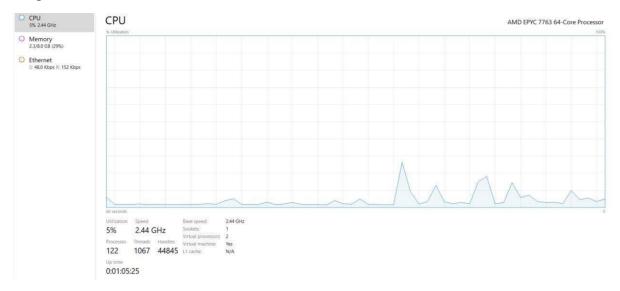


# After Removing Deployed Website:

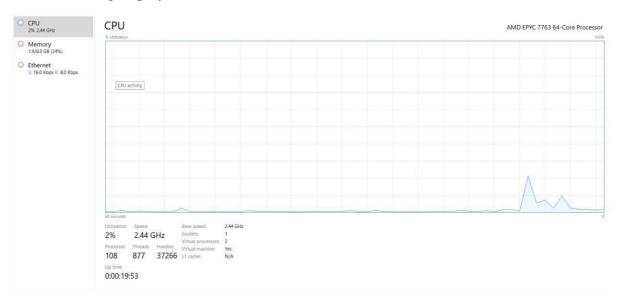


## **CPU Utilization**

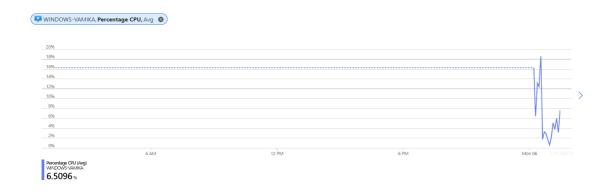
# Graph 1: Inside VM



# After Removing Deployed Website.

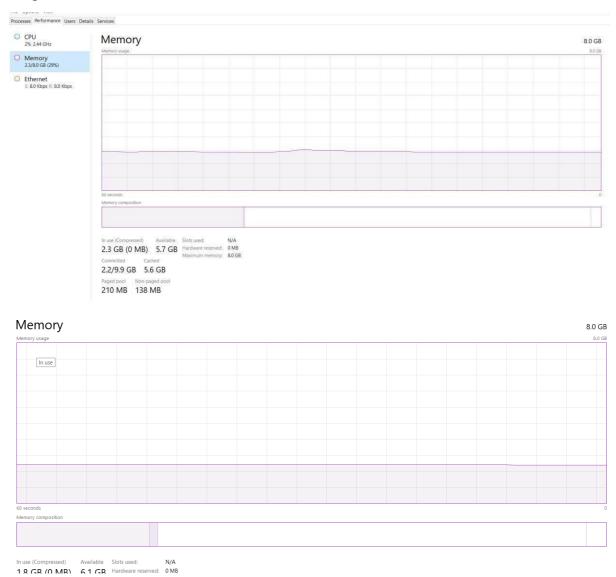


Graph 2: Azure's Graph

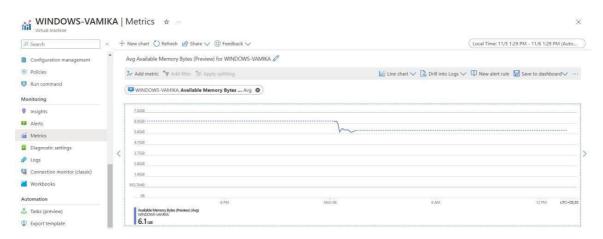


# **Memory Utilization**

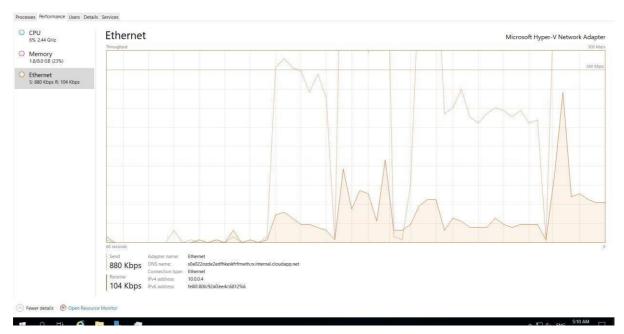
# Graph 1: Inside VM

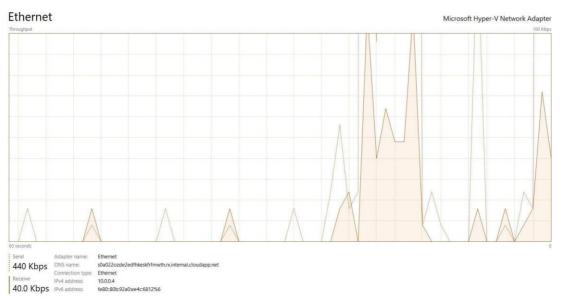


## Graph 2: Azure's Graph



# **Network Monitoring:**

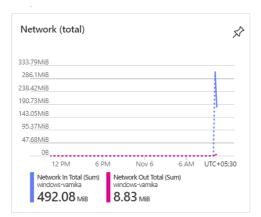


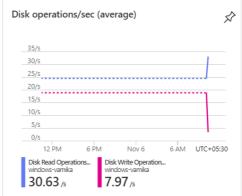


e Monitor

## Other metrics:

	^		20%	30%
Nan	ne	Status	CPU	Memory
Ар	ops (5)			
>	IIS Manager		0%	33.1 MB
>:	internet Explorer (2)		0%	18.2 MB
>	L Server Manager		0%	69.3 MB
>	← Task Manager		0%	15.5 MB
5	Windows Explorer (2)		0.8%	49.8 MB
Ra	ickground processes (2	9)		
	Antimalware Service Execution		0%	192.6 MB
		utable		
	AppHealthExtension		0%	12.6 MB
	COM Surrogate		0%	2.5 MB
	CTF Loader		0%	3.0 MB
	■ DiagnosticsPlugin		0%	18.2 MB
	■ EngSys-MDA-CloudAgen		0%	3.5 MB
	■ EngSys-MDA-CloudAgen		0%	1.1 MB
	EngSys-MDA-CloudAgen	t rel_m_	0%	13.5 MB
	Host Process for Window	s Tasks	0%	2.7 MB
	Host Process for Window	s Tasks	0%	3.1 MB
	IIS Worker Process		0%	4.7 MB
	IIS Worker Process		0%	4.4 MB
>	■ Microsoft AzureÁ®		0%	35.1 MB
>	A Microsoft Distributed Tra	nsactio	0%	2.3 MB
>	Microsoft Network Realti	me Ins	0%	3.2 MB





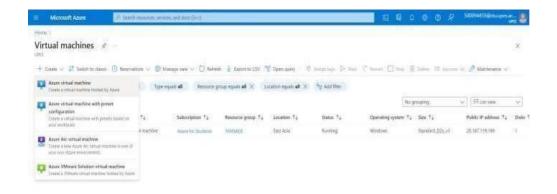
Response Time: For Web Server Response Time:

- 1. Start Time (t1): Note the time when the request is initiated. This is the starting point.
- 2. End Time (t2): Note the time when the response is fully received or when the requested operation is completed.
- 3. Response Time Calculation: Response Time = t2 t1

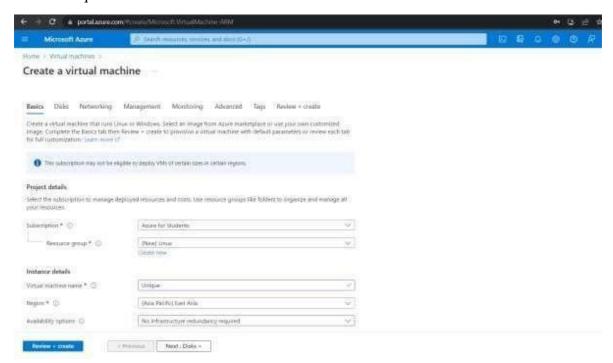
15 minutes 47 seconds.

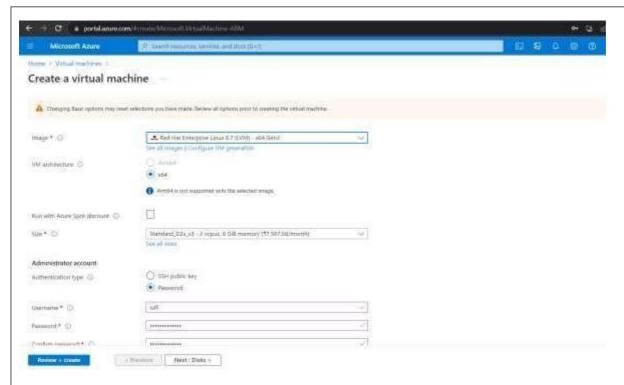
## Deploying on ubuntu VM

Click on new Virtual machine.

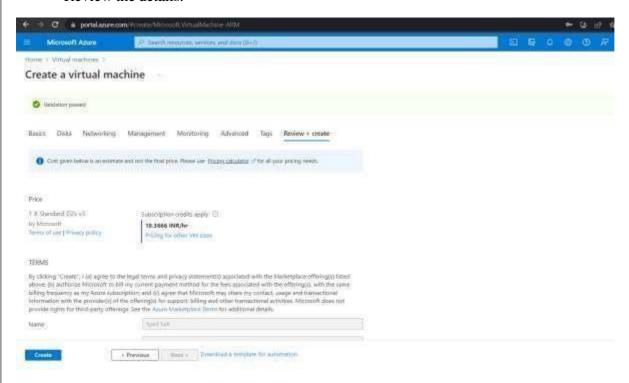


Enter the required details for the machine.

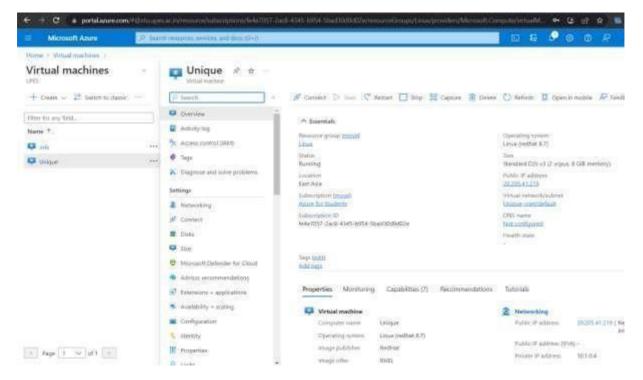




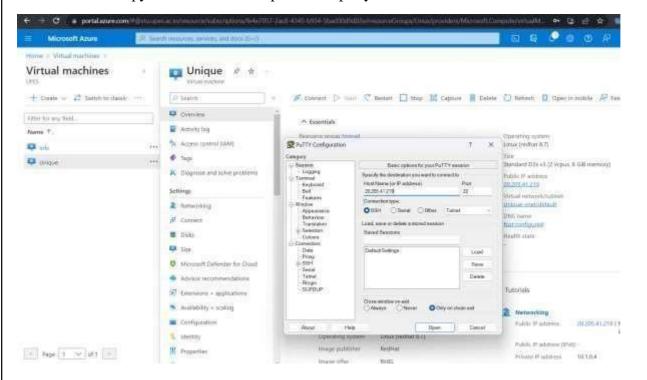
Review the details.



Virtual machine is created and open it.



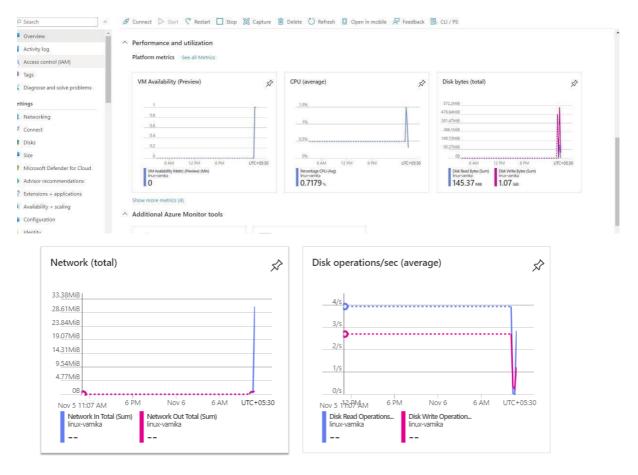
Copy the IP address and paste it on putty software.



## Memory utilization

Graph for Azure:

## All 3 graphs in Azure in Monitoring [Metrics Tab.



Response Time: For Web Server Response Time:

- 1. Start Time (t1): Note the time when the request is initiated. This is the starting point.
- 2. End Time (t2): Note the time when the response is fully received or when the requested operation is completed.
- 3. Response Time Calculation: Response Time = t2 t1

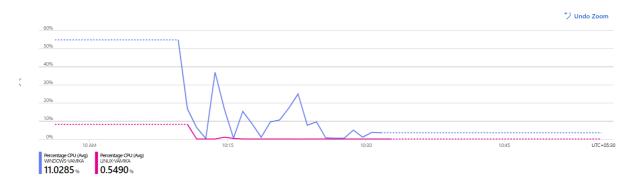
Response Time: 12 minutes and 34 seconds.

## **Comparison between both Virtual Machines**

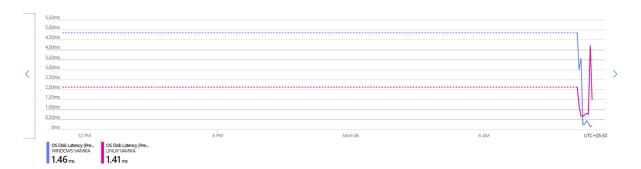
Memory Utilization: Linux uses less memory thus has more available space than windows.



CPU Utilization: Linux has less CPU Utilization.



Performance: Linux is faster than Windows and has less latency.



The choice between Linux and Windows for virtual machines (VMs) and their respective response times depends on various factors, including your specific use case, requirements, and familiarity with the operating systems. Both Linux and Windows can be optimized for performance, but the optimal choice may differ.

- **1. Resource Efficiency**: Linux is often considered more resource-efficient than Windows. Linux distributions typically have lower system requirements and consume fewer resources, which can contribute to better performance, especially on VMs with limited resources.
- **2. Specific Application Requirements**: Consider the specific applications or workloads you plan to run on the VM. Some applications are better suited for a particular operating system. For example, if you are running applications that are designed for Windows, then a Windows VM would be the logical choice.
- **3.** Cost: Linux is often chosen for VMs in cloud environments due to its open-source nature, which can result in lower licensing costs compared to Windows. If cost is a significant factor, this might influence your decision.
- **4. Administration and Management:** Choose an operating system that your team is familiar with in terms of administration and management. If your team has expertise in Linux, it might be more efficient to stick with Linux VMs.

: Both Linux and Windows have robust security features, but the security landscape can vary.

In summary, there is not a one-size-fits-all answer to whether Linux or Windows will have better response time for VMs. The choice depends on your specific needs and considerations. After Testing on both operating systems:

## **Response Time:**

Both Linux and Windows can provide good response times. but Linux, due to its efficiency and minimal resource usage, we have seen in this case Linux have less response time compared to windows.

Response Time Windows: 15 minutes and 47 seconds.

Response Time Linux: 12 minutes and 34 seconds.

**Fast OS Performance:** Linux ubuntu are often known for their fast performance due to their lightweight nature and efficient resource handling. They generally have lower overhead and tend to be very responsive, making them favourable in terms of quick performance.

**CPU Utilization:** As we have seen in both the cases, the **CPU Utilization is less in Ubuntu in comparison to Windows**. Windows might tend to use more CPU resources for its background services and GUI, potentially leading to slightly higher CPU utilization in some cases.

**Memory Utilization:** Ubuntu generally has a reputation for efficient memory management. It tends to use less memory for the operating system itself, leaving more available for applications and services. **So, Ubuntu uses less memory as compared to Windows.** 

