Introduction Related Work Infrastructure Open Problems Contributions Future Work References

Volunteer Cloud Computing

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Agenda

- Introduction
- 2 Related Work
- Infrastructure
- Open Problems
- Contributions
- 6 Future Work



Volunteer Computing

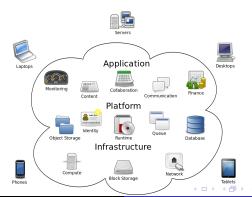


- Great Internet Mersenne Prime Search [1996]
- Distributed Computing based on Collaboration
- ... throughput of 137.023 TeraFLOP/s



Cloud Computing

 Natural evolution of Web 2.0, SoA and Virtualization technologies.

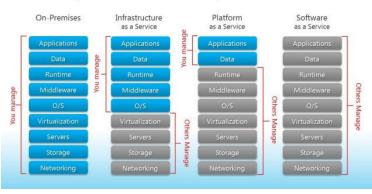


Definition

NIST provided a description of the characteristics of a Cloud Computing infrastructure:

- On-demand Self-Service
- Broad Network Access
- Resource Pooling
- Rapid Elasticity
- Measured Services

Separation of Responsibilities



Volunteer Cloud Computing

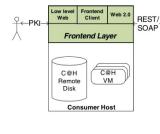
• Volunteer + Cloud = Volunteer Cloud Computing

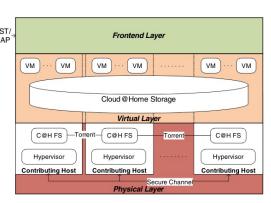
Cloud@Home P2PCS Analysis Requirements Definition

Related Work

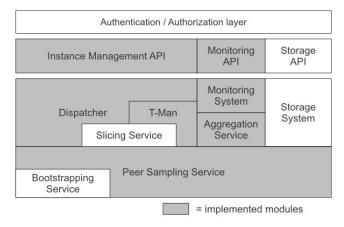
- Cloud@Home[2009] and Peer-2-Peer Cloud System[2011]
- ... and a handful of conceptual reflections

Cloud@Home





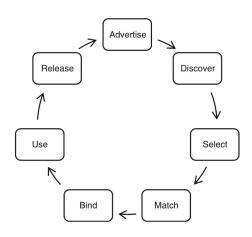
P2PCS



Brief Analysis

- Scope
- Novelty generally incurs under-specifications of the requirements!

Requirements



Infrastructure

An Architecture for a fully de-centralized peer-to-peer volunteer cloud computing platform-as-a-service infrastructure.

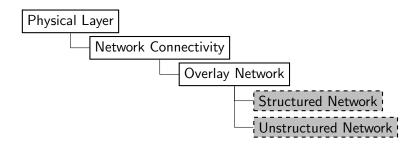
Volunteer Cloud Computing Infrastructure

— Physical Layer

— Virtual Layer

— API Layer

Physical Layer



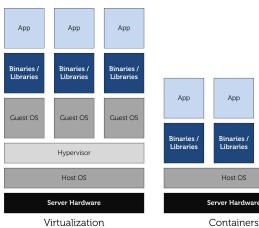
Virtual Layer

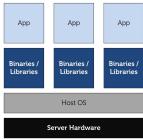
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Virtual Layer

Virtualization

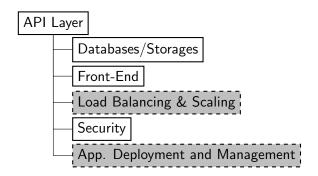
Light Virtualization

Traditional Virtualization
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API Layer



Introduction Related Work Infrastructure Open Problems Contributions Future Work References

- Structured vs. Unstructured Networks w.r.t. VCC (trade-off: Single-Attribute-Dominated Queries vs. Multi-Attribute-Dominated Queries).
- Co-operative Web Hosting how to host a web application using a peer-to-peer architecture.

Introduction Related Work Infrastructure Open Problems Contributions Future Work References

- Using Light Virtualization rather than Traditional (VMs)
 Virtualization
- API Barebone specification
- Proof of concept, (work in progress...)
- Fully de-centralized approach to VCC

- Make the proof of concept closer to a production-ready prototype.
- Provide formal analysis of the F.T. and reliability of the system.
- Choose the most adequate solution (Physical Layer), rather than the most convenient.
- Work towards a more concrete ontological representation of VCC.

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