Cloud computing

Definition and principles

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Definition

Cloud computing is a model for enabling ubiquitous, convenient, on-demand network access to a shared pool of configurable computing resources that can be rapidly provisioned and released with minimal management effort or service provider interaction.

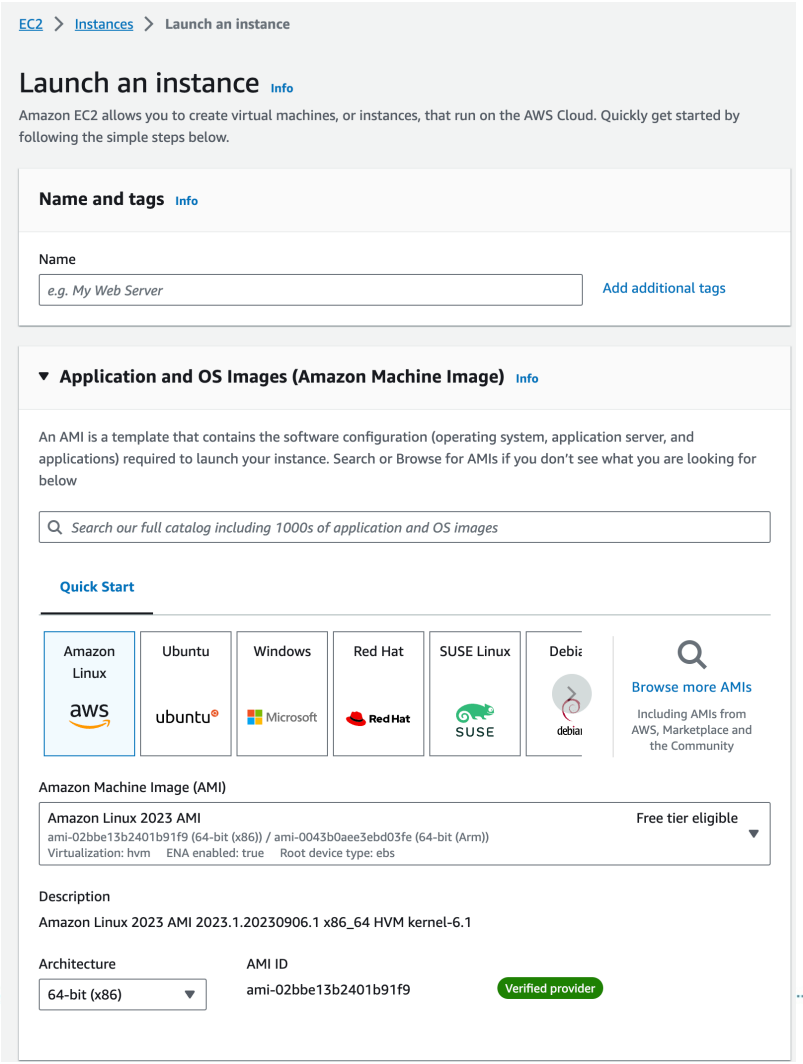
National Institute of Standards and Technology (2011)

5 Principles

- On-demand and self service
- Network access
- Resource pooling
- Rapid elasticity
- Measured service

1- On demand self service

- Self provisioning
  - User can provision resources by themselves
- No need for dedicated IT
- Not even the need for human
  - Add resources with programs/automation



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2- Broad network access

- The Cloud is accessible from any device anywhere
- WAN
  - Clients and Cloud can be 100s of kms apart
- Standard protocols
  - SSH/SSL
  - HTTP
- Virtual Private network, firewall…

3- Resource pooling

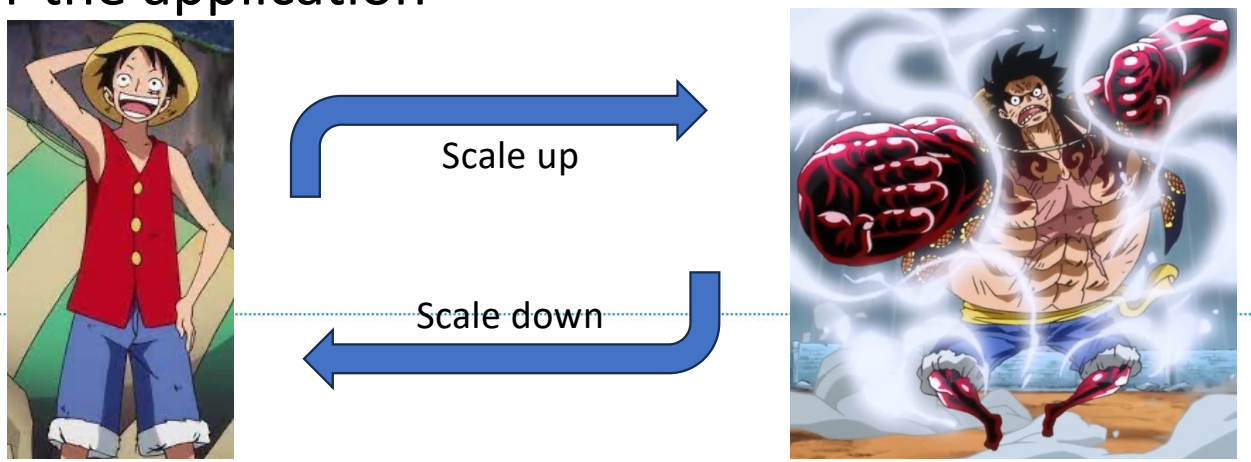
- Multi-tenant
  - Different clients use the same resource
  - Safety is paramount
- Physical or virtual resources
  - Servers vs VM vs Containers
- On-demand allocation
- Location independent
  - Don’t care where the resource is (really?)

4- Rapid elasticity

- Fast (de-)allocation of resources
  - Minutes to add resources vs days/weeks in standard IT
- Scale to hundred of machines (virtual) easily
  - Doesn’t mean applications scale the same
- How to scale apps ?
  - Depends on the architecture
  - Horizontal vs Vertical scaling

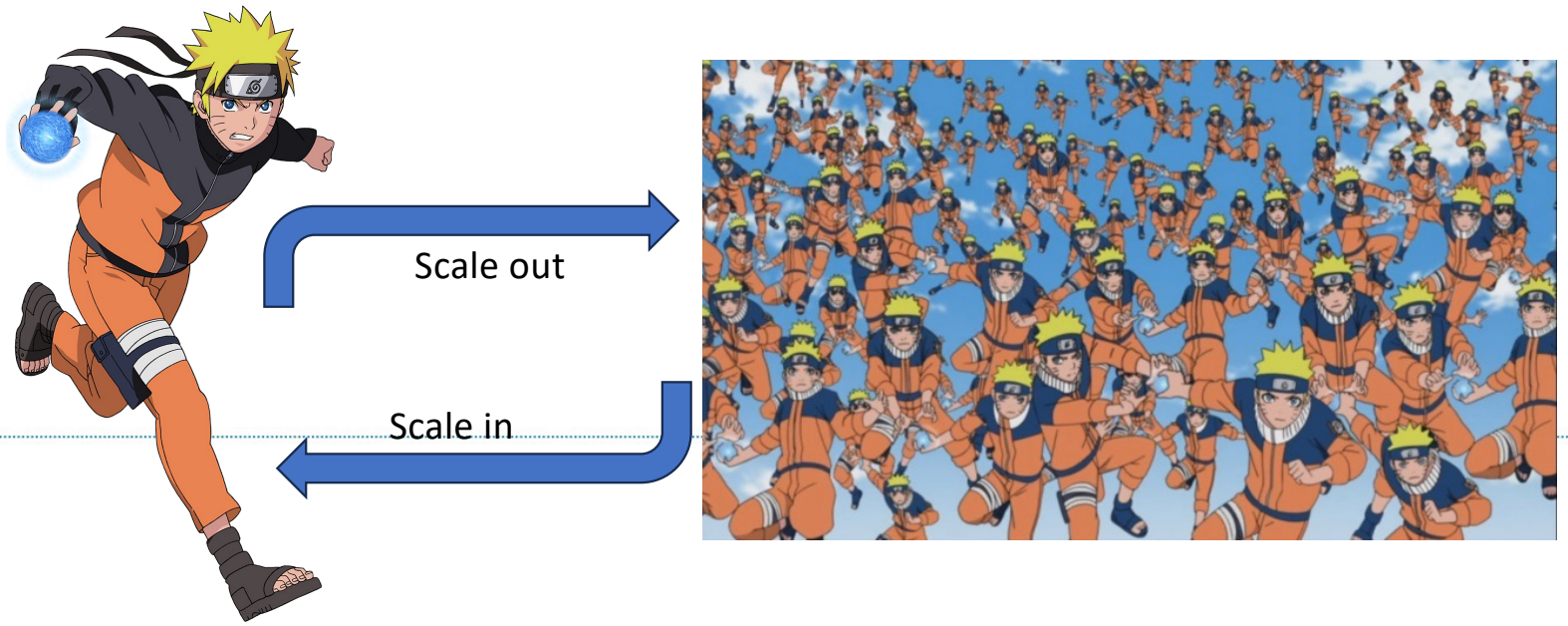
Vertical elasticity

- Add/remove resources in a single instance
- Example
  - Add memory, upgrade CPU…
- Hard to do quickly and limited
- But fully transparent for the application



Horizontal elasticity

- Add/remove instances as needed
- Fast and potentially unlimited scaling
- But need application support



5- Measured service

- Need to follow resource usage
- Transparent billing for users

as a service

?aaS

Introduction

- Based on the previous 5 principles, many matching services
- E.g :
  - A server you can rent in a datacenter
  - Some services remotely accessible through a remote API
  - Some software hosted by another company
- But very different in practice
  - ? as a Service

Software as a Service

- Web access to some software
- Customers pay for access
  - Upgrades/features are handled by provider
- Sometimes provide an API for integration
- Examples :
  - Gmail
  - Microsoft 365

REST Resource: v1.users

Methods	
getProfile	GET /gmail/v1/users/{userId}/profile Gets the current user's Gmail profile.
stop	POST /gmail/v1/users/{userId}/stop Stop receiving push notifications for the given user mailbox.
watch	POST /gmail/v1/users/{userId}/watch Set up or update a push notification watch on the given user mailbox.

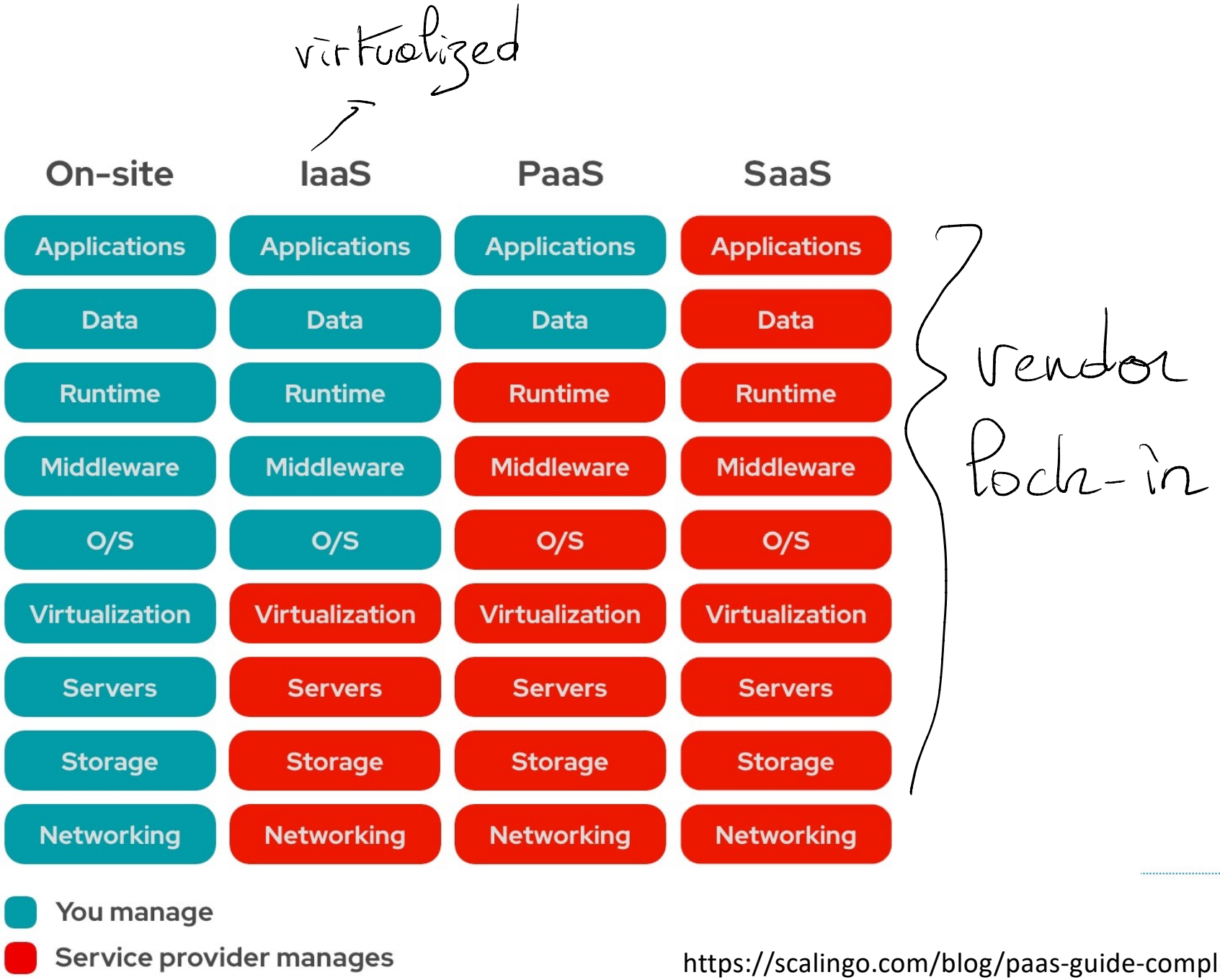
Platform as a Service

PaaS

- Jailed runtime to host applications
  - Client write applications using generic or provider-specific API
  - Provider executes applications
  - Applications are accessible over Internet
- No fine control over the environment
  - Client can choose specific runtime versions or memory
  - But cannot install its own versions.
- Example :
  - Google App Engine
  - Aws Elastic Beanstalk

Infrastructure as a Service

- Low level resources to deploy arbitrary software stack
- Client has complete control over
  - Network
  - Storage
  - OS
  - Applications
- Examples
  - Windows Azure
  - Amazon EC2



https://scalingo.com/blog/paas-guide-complet

Virtualization

- Virtualization is a key component of Cloud Computing
- Lots of benefits
- Sharing a single server with multiple tenants
- Server isolation
- Ease of upgrade/migration
- Ease of backup