

Cloud Computing

Current Trends



- Massive amounts of data
 - Petabyte is common for many business
- Thousands to millions of cores
 - Consolidated data centers
 - Shift from clock rate battle to multicore, to many core...
- Cheap, COTS hardware
- Failures are common, but not common to users
- Virtualization based systems
- Making accessible (Easy to use)
 - More people requiring large scale data processing

Current Trends



- Computing Clouds
 - Cloud Infrastructure Services
 - Cloud infrastructure Software
- Distributed File Systems
- Data intensive parallel application frameworks
 - MapReduce
 - High level languages
- Science in the clouds
 - High Performance Computing (HPC)

Information Services Infrastructure

Some numbers (USA)

- 38 million physical servers
 - +700% growth in next 15 years
- \$140b unused capacity
- 30%-50% server cost is related to power
- Average costs for a datacenter
 - \$5K-\$15K / sq meter
 - \$2.5K to \$20K / server
 - \$80K to \$700K / rack
- 20-30 : 1 – Server / Administrator ratio
 - ... but can reach >1000:1
 - 1 server can have >200 VMs

Information Services Infrastructure

- Datacenters are not green!
 - 1 server = ~150W at average load
 - 1 rack, 32-42 servers = up to ~6.3KW (<4.8KW typical)
 - 1 DC, 50K servers = 7.5MW (for servers only!)

The result is HEAT, which must be removed out of the premises

- Power Usage Effectiveness
 - $PUE = \text{Total Energy} / \text{IT Energy}$
 - Currently: 1.2-3
 - 30% to 100% more in other devices (cooling, network, etc...)
 - >15% is simply lost

Power Estimates⁽¹⁾

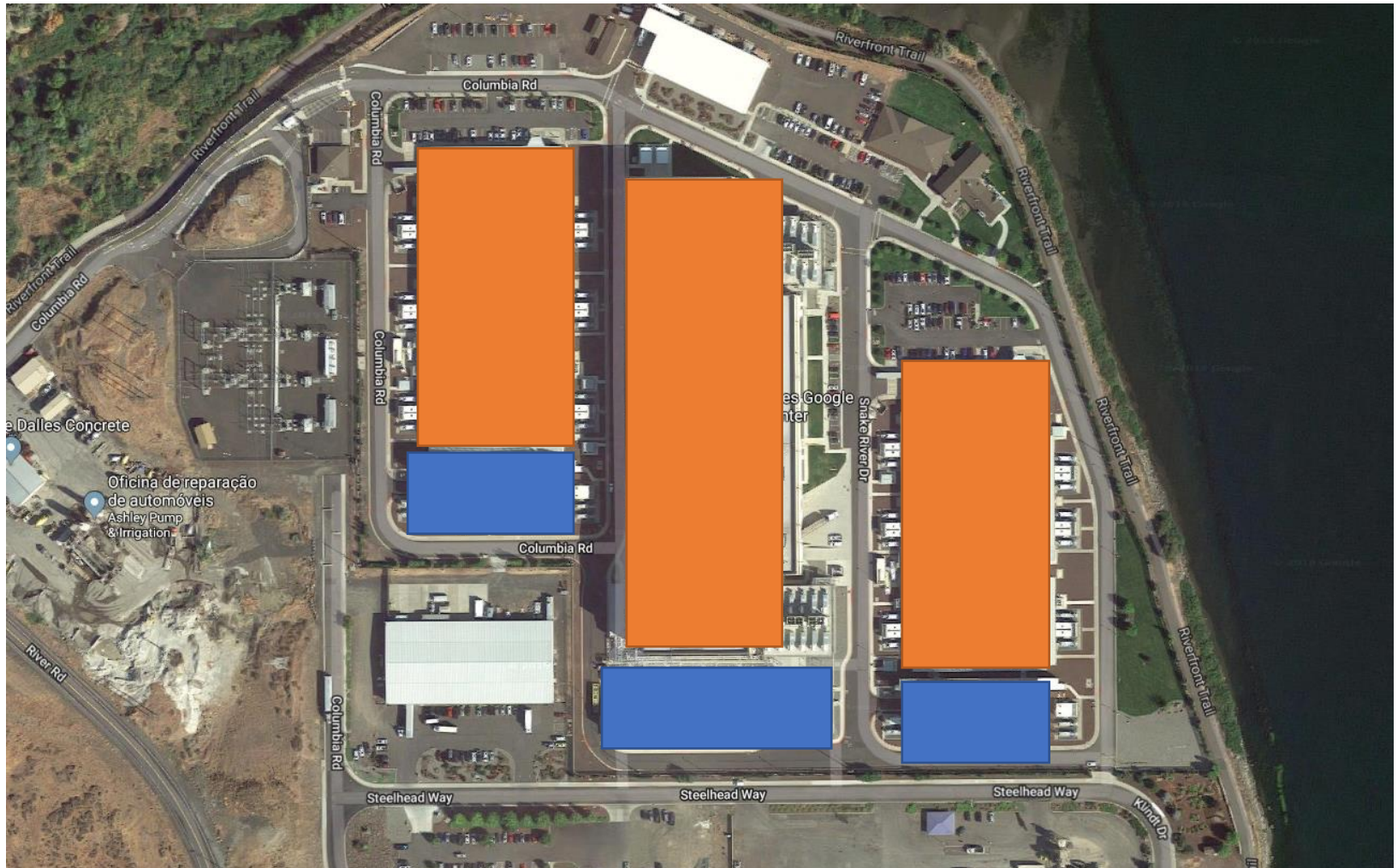
- Google: >1M servers, >400MW power
- Facebook: >240MW
- Amazon: >160MW
- Microsoft: >1M servers, >160MW
- Equinix: >740MW (in >175DCs)
- Total estimated : >400TW/h = 0.03% world power

(1) Ali Ghiasi, Overview of Largest Data Centers, IEEE, 2014

The Dalles



The Dalles



Scalability



- Vertical Scaling: Add more power to a server
 - More RAM, more storage, more CPUs
- Horizontal Scaling: Add more servers
 - Homogeneous or not
 - Usually not homogeneous as servers are replaced in chunks
- Datacenters are designed to scale horizontally
 - Adding more sections, with more servers

Scalability



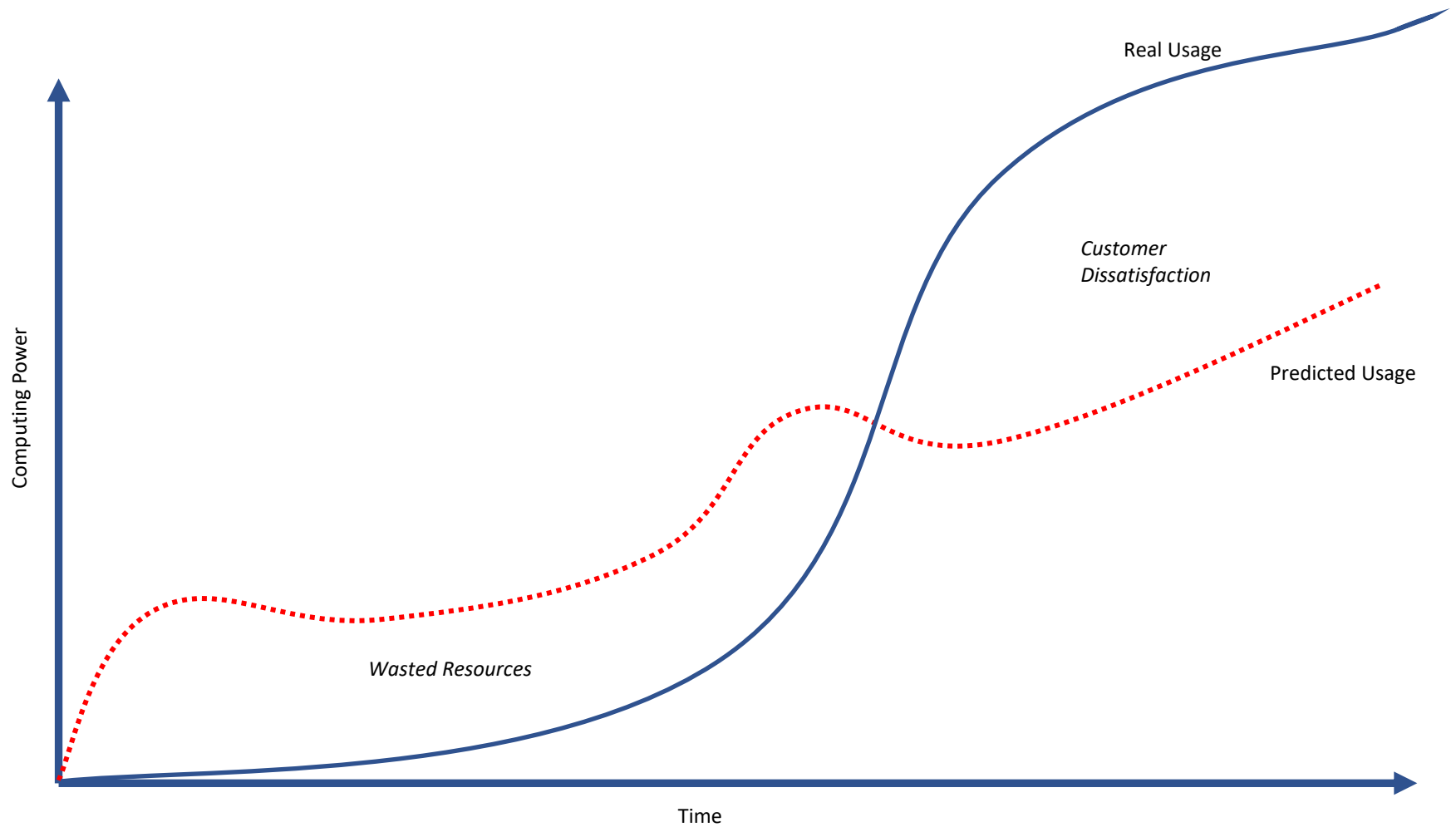
- Systems are designed to scale locally and globally
 - Increase reliability
 - Increase performance
 - Reduce Cost
- Local Scaling: Distribute resource usage in same DC
- Global Scaling: Distribute resource usage across world

Dimensioning

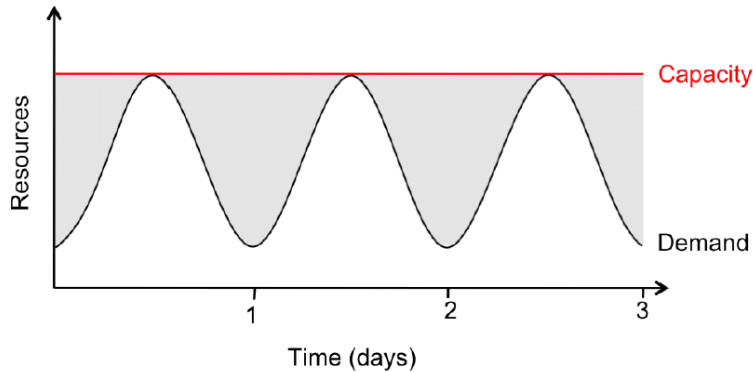


- Current landscape is too dynamic and unpredictable
- Provisioning for average user load will fail at peak time
 - Weekends, Holidays, Black Friday
- Provisioning for peak time results in a huge waste
 - Peak should reach 80% capacity at most
- What about flash peaks?
 - Viral content, Promotions, Popular content on Twitter, Reddit, FB

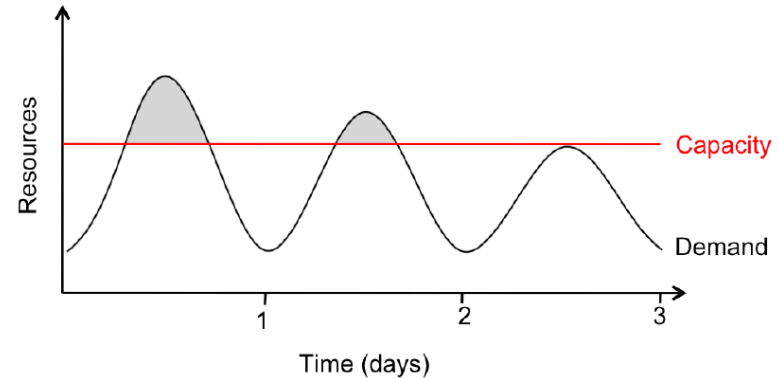
Dimensioning



Problem #1: Difficult to dimension



Provisioning for the peak load



Provisioning below the peak



- **Problem: Load can vary considerably**

- Peak load can exceed average load by factor 2x-10x [Why?]
- But: Few users deliberately provision for less than the peak
- Result: Server utilization in existing data centers ~5%-20%!!
- Dilemma: Waste resources or lose customers!

Problem #2: Expensive



Need to invest many \$\$\$ in hardware

- Even a small cluster can easily cost \$100,000
- Google The Dalles: 1.8B\$

- **Need expertise**

- Planning and setting up a large cluster is highly nontrivial
- Cluster may require special software, etc.

- **Need maintenance**

- Someone needs to replace faulty hardware, install software upgrades, maintain user accounts, ...

Problems #3: Difficult to Scale



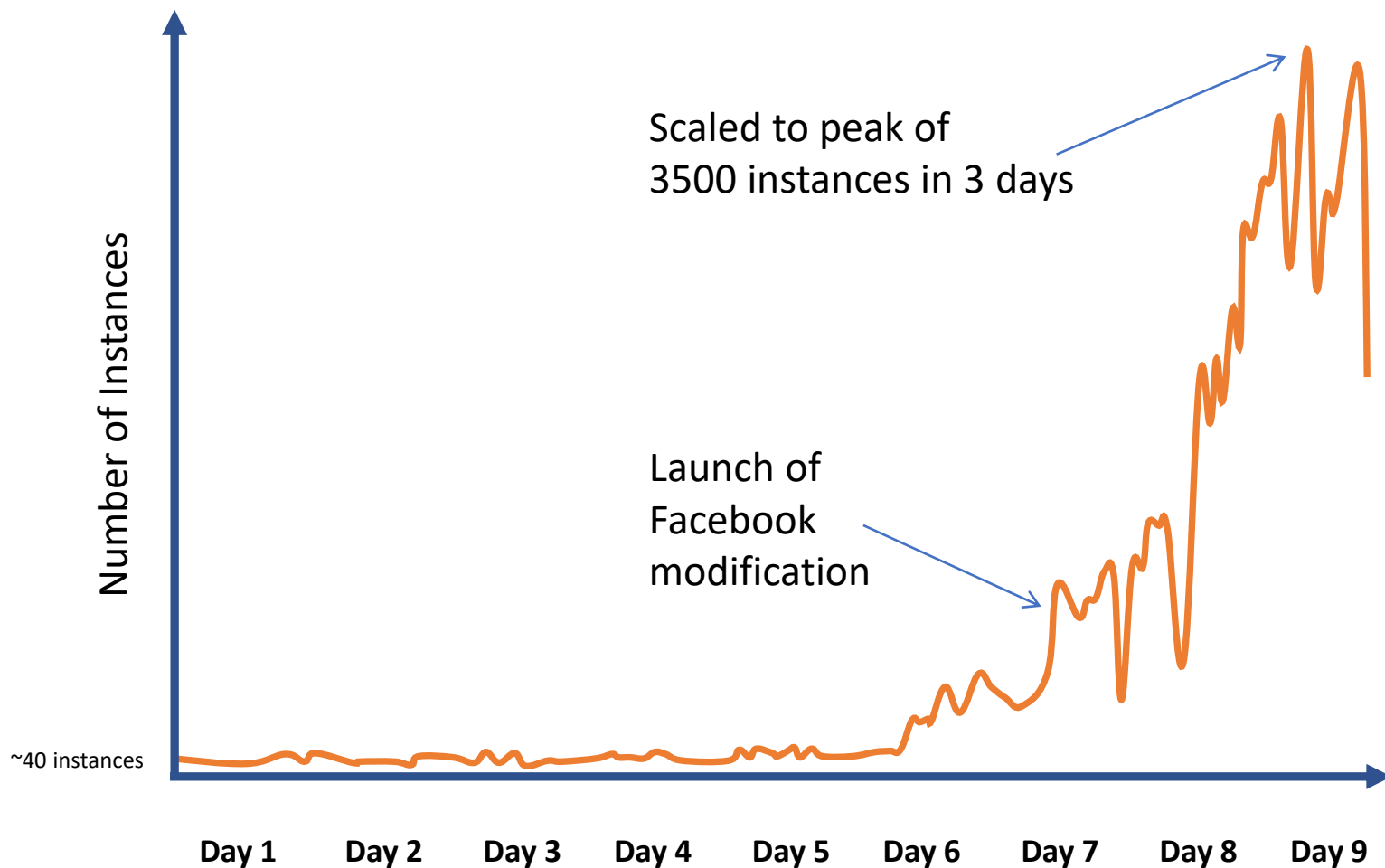
- **Scaling up is difficult**

- Need to order new machines, install them, integrate with existing cluster - can take months!
- Large scaling factors may require major redesign, e.g., new storage system, new interconnect, new building (!)

- **Scaling down is difficult**

- What to do with superfluous hardware?
- Server idle power is about 60% of peak → Energy is consumed even when no work is being done
- Many fixed costs, such as construction

Use Case: Animoto



Case Studies: Medical Research

- Novartis Institutes for Biomedical Research
 - focused on the drug discovery phase of the ~10 year / \$1 billion drug development process
- 2013: ran a project to screen 10 M compounds against a common cancer target
- Compute requirements >> internal capacity / \$
- Project ran across 10,500 EC2 Spot instances (~87,000 cores) for \$4,232 in 9 hours (peanuts)
- **Equiv. of 39 years** of computational chemistry

Problem #4: Availability is hard

- No single computer can handle today's workloads
 - The Growth of Ebay: <https://bit.ly/2BG8FBB>
- No single computer can provide high availability
 - Hard disk replacements, upgrades, hardware failure?
- Typical availability
 - 99.999% uptime=5.26 minutes downtime per year
 - 99.9999% uptime = 31.8 seconds downtime per year
- Availability is highly demanded
 - Google failed? What?

Summary



- Modern applications require **huge amounts of processing and data**
 - Measured in petabytes, millions of users, billions of objects
 - Need special hardware, algorithms, tools to work at this scale
- **Clusters and data centers can provide the resources we need**
 - Main difference: Scale (room-sized vs. building-sized)
 - Special hardware; power and cooling are big concerns
- **Clusters and data centers are not perfect**
 - Difficult to dimension; expensive; difficult to scale

Cloud Computing



- Web and Internet based on on demand computational services
- Infrastructure complexity **transparent** to end user
- **Horizontal scaling** with no additional delay
 - Increased throughput
- Public Clouds
 - Amazon Web Services, Windows Azure, Google AppEngine, ...
- Private Cloud Infrastructure Software
 - Eucalyptus, Nimbus, OpenNebula, OpenStack, Kubernetes,

Cloud Computing

- Running a DataCenter is **expensive**.

- Costs too much to built (CapEx)
- Costs too much to run (OpEx)



“Need milk? Don’t buy the cow... buy the milk”

- Rent what you need instead of buying and running everything!

- Cloud Computing advantages:

- Pay per use
- Instant Scalability
- Security
- Reliability
- APIs



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. “

Everything As a Service

SaaS

- Salesforce, Google Apps, MS Office 360

PaaS

- MS Azure, Google App Engine, Heroku

IaaS

- Amazon, Google Cloud Platform, IBM Bluemix

IaaS: Infrastructure As A Service



Grids of virtualized servers, storage & networks

- E.g. Amazon (EC2, S3, EBS), IBM Bluemix, Google Cloud Platform

- Access to infrastructure stack:

- Full OS access
- Firewalls
- Routers
- Load balancing



- Advantages

- Pay per use
- Instant Scalability
- Security
- Reliability
- APIs



Platform as a Service



The abstraction of applications from traditional limits of hardware

- allowing developers to focus on application development
- and not worry about operating systems, infrastructure scaling, load balancing and so on.
- Examples include Google App Engine (Java, Python), MS Azure (.net), Heroku (RoR)

• Platform delivery model

- Platforms are built upon Infrastructure, which is expensive
- Estimating demand is not a science!
- Platform management is not fun!

• Advantages

- Pay per use
- Instant Scalability
- No sysadmin tasks
- Better Security

Software as a Service



Applications with a Web-based interface accessed via Web Services and Web 2.0.

- E.g. Google Apps, SalesForce.com and social network applications such as FaceBook
- **Software delivery model**
 - Increasingly popular with SMEs
 - No hardware or software to manage
 - Service delivered through a browser
- **Advantages**
 - No Installation Required
 - Not platform specific
 - Automatic Upgrades
 - Access your data anywhere

Other

- Cloud as a Service
- Network as a Service
- Storage as a Service
- AI as a Service
- Energy Storage as a Service
- Security as a Service
- ...https://en.wikipedia.org/wiki/As_a_service

Cloud Types

- **Cloud is presented with different flavors**
- **Public cloud:** Commercial service; open to (almost) anyone
 - Example: Amazon AWS, Microsoft Azure, Google App Engine
- **Community cloud:** Shared by several similar organizations.
 - Example: Google's "Gov Cloud"
- **Private cloud:** Shared within a single organization.
 - Example: Internal datacenter of a large company.