Cloud Computing and Web Service (IT4221)

Cloud Storage

Course Instructor: Binanda Sengupta (Assistant Prof. @IT)

Email: binanda.it@faculty.iiests.ac.in

Webpage: https://sites.google.com/view/binanda

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 - If you store your data on a cloud, you can get at it from any location that has Internet access

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 - When a client wants to retrieve the data, he or she accesses the data server
 with a web-based interface, and the server then either sends the files back to
 the client or allows the client to access and manipulate the data itself

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 - Most systems store the same data on servers using different power supplies
 - Many clients use cloud storage not because they have run out of room locally, but for safety/availability

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 - Given the complexity of current backup, replication, and disaster recovery needs, the service has become popular, especially among small and mediumsized businesses

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 - A customer uses client software to specify the backup set and then transfers data across a WAN
 - When data loss occurs, the customer can retrieve the lost data from the service provider

- Deployment models
 - Public storage clouds
 - Private storage clouds
 - Hybrid storage clouds

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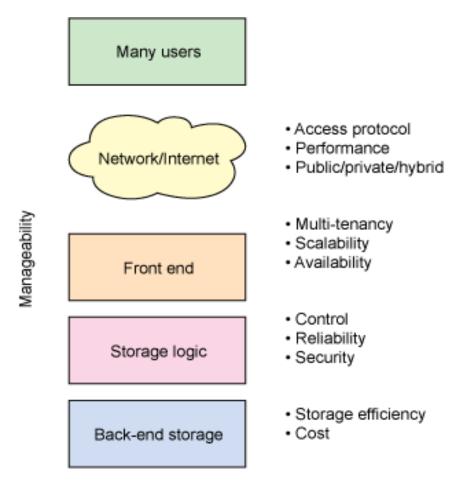
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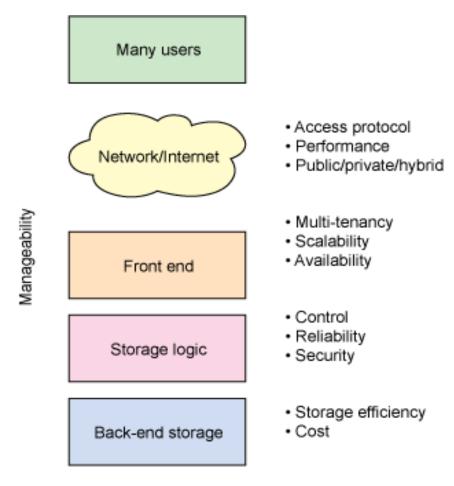
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 - Regulatory compliance

- Generic cloud storage architecture
 - Cloud storage architectures are primarily about delivery of storage on demand in a highly scalable and multi-tenant way
 - Generically, cloud storage architectures consist of a front end that exports an API to access the storage
 - In traditional storage systems, this API is the SCSI (Small Computer System Interface) protocol; but in the cloud, these protocols are evolving (such as Internet SCSI or iSCSI)



- Generic cloud storage architecture
 - Behind the front end is a layer of middleware called "storage logic"
 - This layer implements a variety of features, such as replication
 - The back end implements the physical storage for data (may be an internal protocol that implements specific features or a traditional back end to the physical disks)



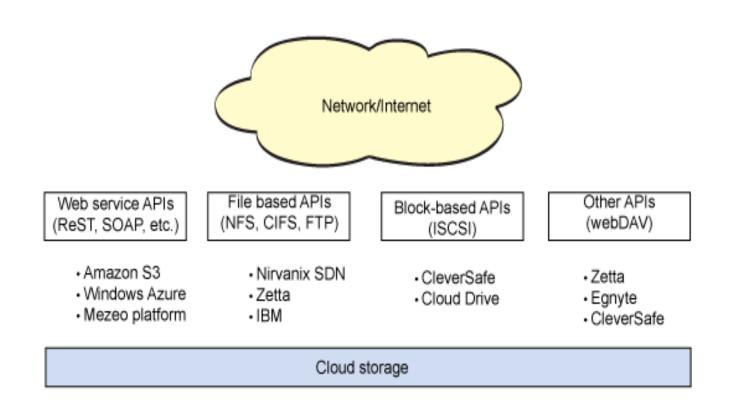
Cloud storage characteristics

Manageability	The ability to manage a system with minimal resources
Access method	Protocol through which cloud storage is exposed
Performance	Performance as measured by bandwidth and latency
Multi-tenancy	Support for multiple users (or tenants)
Scalability	Ability to scale to meet higher demands or load in a graceful manner
Data availability	Measure of a system's uptime
Control	Ability to control a system — in particular, to configure for cost, performance, or other characteristics
Storage efficiency	Measure of how efficiently the raw storage is used
Cost	Measure of the cost of the storage (commonly in dollars per gigabyte)

Many users · Access protocol Performance Network/Internet Public/private/hybrid Manageability Multi-tenancy Scalability Availability Front end Control Reliability Storage logic Security Storage efficiency Cost Back-end storage

Cloud Storage Characteristics

Access methods



Many users



- · Access protocol
- Performance
- · Public/private/hybrid

Front end

Storage logic

Manageability

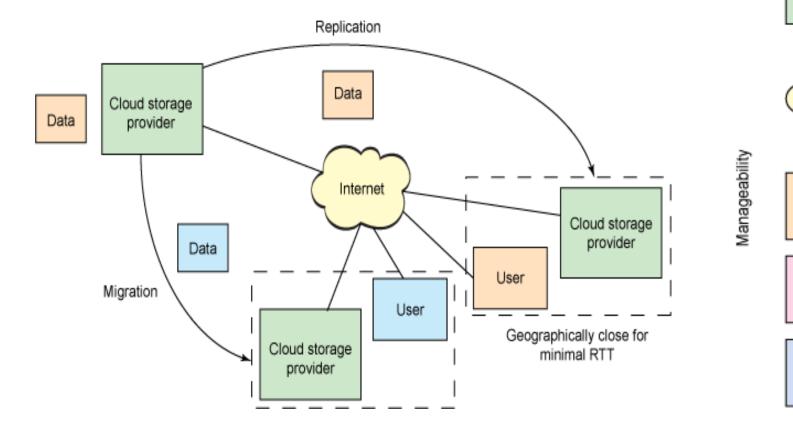
- Multi-tenancy
- Scalability
- Availability
- Control
 - Reliability
 - Security

Back-end storage

- Storage efficiency
- Cost

Cloud Storage Characteristics

Geographic scalability



Many users



- Access protocol
- Performance
- Public/private/hybrid

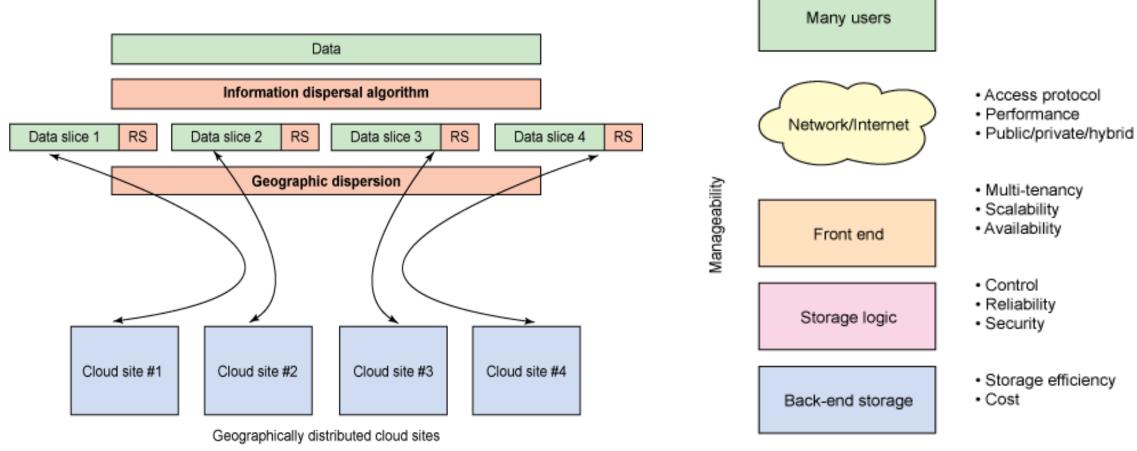
Front end

Storage logic

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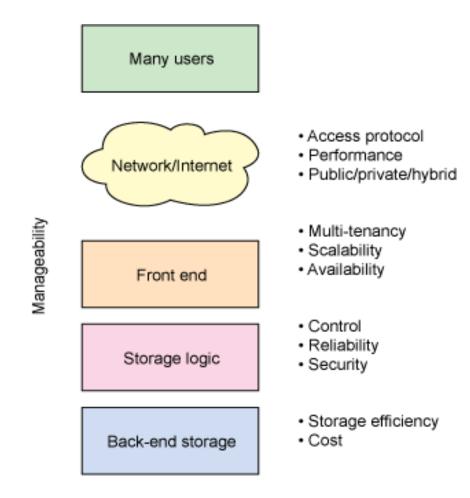
Cloud Storage Characteristics

Availability



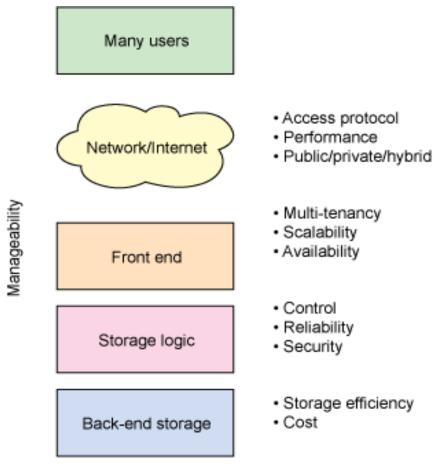
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 - Data reduction techniques reduce the source data such that it requires less physical space
 - Data compression
 - Data deduplication

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Manageability

Introduction to Cloud Storage

- Types of cloud storage
 - File storage
 - Block storage
 - Object storage

- File storage
 - File storage saves data in the hierarchical file and folder structure with which most of us are familiar
 - The data retains its format, whether residing in the storage system or in the client where it originates, and the hierarchy makes it easier and more intuitive to find and retrieve files when needed
 - File storage is commonly used for development platforms, home directories, and repositories for video, audio and other files

- File storage
 - Normally associated with network attached storage (NAS) technology
 - User or application receives data through directory trees, folders and individual files
 - File storage can be very easy to configure, but access to data is constrained by a single path to the data, which can impact its performance
 - File storage only operates with common file-level protocols, such as a New Technology File System (NTFS) for Windows or a Network File System (NFS) for Linux – which could limit usability across dissimilar systems

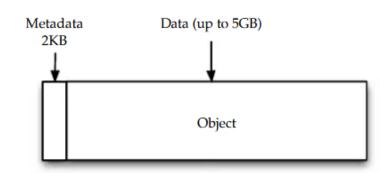
- Block storage
 - In this storage model (traditionally employed in *storage area networks* or SANs), data is organized into large volumes called "blocks"
 - Block storage breaks up data into blocks and then stores those blocks as separate pieces, each with a unique identifier
 - SAN places those blocks of data wherever it is most efficient
 - It can store those blocks across different systems and each block can be configured (or partitioned) to work with different operating systems (each block represents a separate hard drive)

- Block storage
 - Block storage also decouples data from user environments, allowing that data to be spread across multiple environments
 - This creates multiple paths to the data and allows the user to retrieve it quickly
 - When a user or application requests data from a block storage system, the underlying storage system reassembles the data blocks and presents the data to the user or application

- Object storage
 - Object storage differs from file/block storage since it manages data as objects
 - Objects are discrete units of data that are stored in a structurally flat data environment
 - There are no folders, directories, or complex hierarchies; instead, each object is a simple, self-contained repository that includes the data, metadata (descriptive information associated with an object), and a unique identifying ID number
 - This information enables an application to locate and access the object

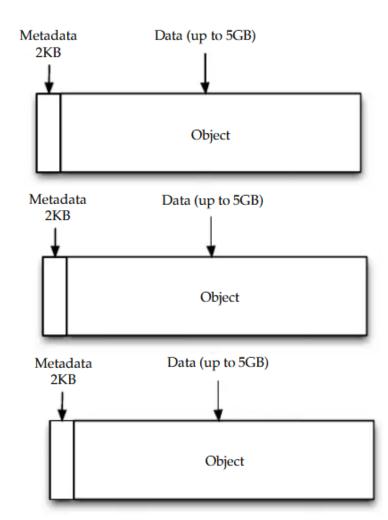
- Object storage
 - Preferred method for data archiving and backing-up unstructured media/web content like email, videos, images, web pages, sensor data produced by IoT
 - Suitable for archiving static files, such as large volumes of pharmaceutical data, music, image and video files (any change to a file results in creation of a new object)
 - Objects store data in the format it arrives in and makes it possible to customize metadata in ways that make the data easier to access and analyze
 - One can aggregate object-storage devices into pools, distribute pools across locations
 - This allows for unlimited scale and improved data resiliency/disaster recovery

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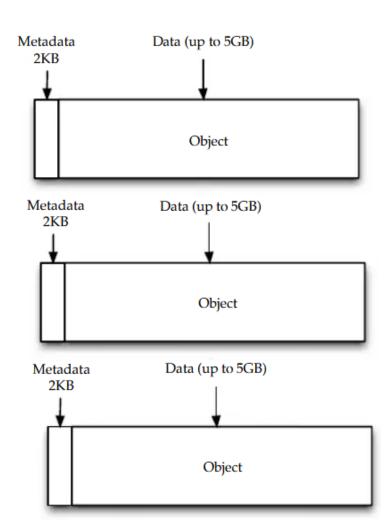


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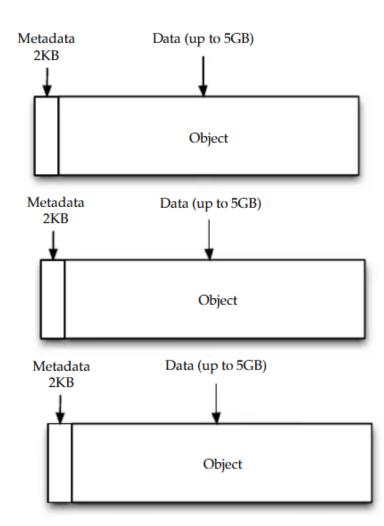
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- Buckets and objects are created, listed, and retrieved using REST-style or SOAP interfaces



- Encryption
 - A complex algorithm is used to encode information
 - To decode the encrypted files, a user needs the encryption key
 - While it is possible to crack encrypted information, it is very difficult and most hackers do not have access to the amount of computer processing power they would need to crack the code

- Authentication
 - This requires a user to authenticate itself (e.g., using an ID and password)
- Access Control and Authorization
 - Client lists the people who are authorized to access information stored on the cloud system
 - Many corporations have multiple levels of authorization (e.g., a front-line employee might have limited access to data stored on the cloud and the head of the IT department might have complete and free access to everything

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- But even with these measures in place, there are still concerns that data stored on a remote system is vulnerable
- There is always the concern that a hacker will find a way into the secure system and access the data
- Moreover, a disgruntled employee could alter or destroy the data using his or her own access credentials