

REVISION HISTORY

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1 Swift cloud on Google Compute Engine

1.1 Set up for Google's Compute Engine

1.1.1 Sign up online

1. Go to Google's compute engine [page](#) Note: You should sign into your google account.
2. Create a new project and fill in the project and project id. Note: You might need to wait a couple of minutes for the page to update with the new project. Note: Please note the project id used here for later steps.
3. Select the project and then select compute engine from the left panel.
4. Enter billing information.

1.1.2 Setup local-machine

1. On your local-machine setup Google's cloud SDK based on the document here:

```
curl https://dl.google.com/dl/cloudsdk/release/install_google_cloud_sdk.bash | bash  
# Restart bash session for the changes to kick in.
```

1. Authenticate via browser, by clicking the link and pasting the response to the commandline

```
gcloud auth login
```

1. One time setup.

Note

To be scripted out.

1. Check for project id and check connection.
2. Create a bucket for the project id.
3. Copy images to the project-bucket # Create a headnode with headnode-image # Setup network with firewall, open up ports 50000-60000 # Open up ssh.

Note: Creating an Image [Link](#)
